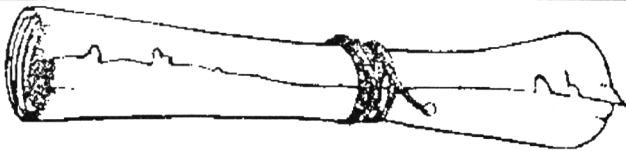# WHAT POKE ?

THE HAND BOOK FOR AMSTRAD

Volume 2
Issue 1

HD
& SERVICES

£1.00

EDITORIAL

May we welcome all new readers to this handbook and welcome back our subscribers who have been without our unique book since our last issue back in May. Life at H&D has been even more hectic since our final issue, but thankfully now, all the spadework has been done to ensure an exciting future for H&D and our readers.

Our aim with these handbooks is to give the Home Computer game player a change from the standard type of reading offered in the current glut of computer magazines. We may not be as glossy, but we can guarantee items of real interest to players.

We expect our books to get even better over the coming issues, as we become more widely known throughout the Home Computer Industry. All our books have been put together under certain constraints. We do not have the advantage of the Crash's and Zzap's of this world who receive gratis preview software from the Big Houses; we have had to pay for all our own software, and our contributors have had to work hard to produce the game playing help you will see in this book.

We have been very busy trying to make ourselves known and it is very hard for a new publication to get that all important foothold to allow it to expand, you need look no further than the Bang and LM publications to see it is not a friendly world, but we are sure that the quality of our product will ensure the readers support, and make the Software Houses well aware, that ours is a publication to take notice of.

Anyway, given those limitations, we believe that you'll be very happy, with our handbook, and even happier to know that we are going to get even better.

This handbook is put together using the very latest in Computer Desk Top Publishing technology; we believe it to be the only commercially available publication that is produced entirely by computers.

This issue's Editorial has been more of an introduction, but in true What Poke? style, you can expect some straight talking from this column in the forthcoming months. May we thank you for buying our publication, and we're sure you'll come back for more, because let's fact it "You ain't seen nothing yet!"

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An **H&D Services** Publication

General

An introduction to the What Poke? team and our aims and ideas.What makes us different from the other computer magazines!

Pokes

We aim to be the best handbook for Pokes. This issue we include Pokes on Livingstone, Nemesis, Killer Gorilla, Finders Keepers and Lots, Lots more.

Maps

Don't know where you're going. Let our maps guide you while you concentrate on your mission

Solutions and Hints

Frustrated that you can't finally complete your favourite game. This issue we give the solution to Herbert's Dummy Run and hints on Auf Wiedersehen Monty,Kinetic, Mutants and many others

Features

Reviews

All the latest games are reviewed, including The Living Daylights, Killer ring, Zynaps, Paperboy Bride of Frankenstein and many more

When you finally tire of playing the latest computer games, sit back and find out whats happening around the Arcades and in the Video world. Take a look at the alternative world of Adventure..

Pokes

Hints

Solutions

Features

Maps

Reviews

NOT WHAT! - WHO?

What Now? What Poke?
"A Potted History"

For many of you this will be your first opportunity to see a publication from H & D Services. But in one form or another we have been producing games handbooks since 1984. The whole process started when the current editor of the Handbooks, Bernard Dinneen advertised his first solo effort in the Winter of 1984. It was handwritten, then photocopied. Called Hints and Pokes it covered a wide variety of computer formats. From little acorns do great oaks grow, and from the small trickle of orders received after placing small ads in the computer press Bernard realised that a market existed for such a publication. A manual typewriter was borrowed and the first initial steps in the development of the Handbooks had begun.

The basis of the Handbooks has always been the written contributions from the readers themselves, and as these increased Bernard invested in an electronic typewriter to improve both speed and presentation. Gradually a handful of dedicated enthusiasts were taken on board and the books even began to attract imitators. Peter Hacker joined Bernard, and so H & D was born.

Almost immediately Hints and Pokes was split into 6 seperate Handbooks for individual computer formats, covering Game Reviews, Pokes and Adventure Hints and Solutions. With each issue attempts were made to increase the number of pages and the actual presentation. But it was not until the introduction of a sophisticated 'Desk Top Publishing System' that the Handbooks really began to give a professional finish to the mass of information supplied by the readership. Suddenly the Handbooks began to receive a groundswell of favourable comments from the established computer magazines.

Overall H & D Services have always had one goal in mind; to provide the game playing public with the best assistance that it can provide, in a format that is professional, whilst allowing the readers themselves the opportunity to develop the Handbook contents in the direction that they find most useful. Another essential aim was to make the Handbooks available to a wider audience. We have always believed that the place to buy computer books is in the computer shops, and not at the newsagent, and that magazines should complement game playing. We are not a game review magazine, whose income basically depends on the advertisements from the Software Houses. However we are aware that the difference between a great game and an also ran can at times be very small. Our policy has always been to provide a fair assessment of each game, but if we think a game is bad we shall not hesitate to state the fact. But often the real worth of a game to the ordinary public is determined by the availability of Pokes or Hints that enable as many players, regardless of abilities, to progress into the game.

We hope that you enjoy reading the Handbooks, and that you will find them useful. We expect there shall be changes in the future, but as in the past, always for the better.

GAME REVIEW SECTION

The Scoring System:

Between 90-100% Rave
Between 80-89% Excellent
Between 70-79% Very Good
Between 60-69% Good
Between 50-59% Average
Between 40-49% Poor
Between 30-39% Rubbish
Between 00-29% Garbage

What The Ratings Mean:

Graphics- Do the Graphics add to the game.
Playability- Is it logical or do you need to be Einstein to play.
Lastability- Does it keep you playing for ages.
Addictiveness- Does it grab you back for just that one more go.
Value For Money- Is it worth the cash.
What Poke ? Rating- Overall impression.

The Reviewing Team

Jon (North) Age 15- Favourite Best Ever Games- Jet Set Willy, Head Over Heels. **Worst Ever Game-** Realm Of Impossibility. **Best Budget Game-** Spellbound.

Alan (Walton) Age 15- Favourite Best Ever Games- Space Harrier, Starion, Slap Fight. **Worst Ever Game-** Kung Fu Master. **Best Budget Games-** Feud, Thrust II.

Andrew (Harrison)- Favourite Best Ever Games- Starglider, Zynaps. **Worst Ever Game-** Fist II. **Best Budget Game-** Thrust.

Robert (Troughton) Age 15- Favourite Best Ever Games- Uridium, Slap Fight. **Worst Ever Game-** Transformers. **Best Budget Games-** Thrust, Kikstart II.

Scott (Moore) Age 15- Favourite Best Ever Games- Leaderboard, Head Over Heels. **Worst Ever Game-** Quartet. **Best Budget Game-** Kikstart II.

Phil (Maxfield) Age 43- Favourite Best Ever Games- Arkanoid, F15 Strike Eagle. **Worst Ever Game-** Assault On Port Stanley. **Best Budget Game-** Ultima Ratio.

Ashley (Cotter-Cairns) Age 16- Favourite Best Ever Games- Spindizzy, Thing Bounces Back. **Worst Ever Game-** Ghostbusters. **Best Budget Game-** Knight Tyme.

Title: Bump Set Spike
Publisher: Mastertronic
R.R.P.: 1.99
Game Type: Volleyball Simulation

What more can you say. To our knowledge the first simulation of it's kind.

Ashley's Comments:

I found it very hard to get up enough interest to play this one. You receive a 3d perspective view, but the graphics were poor. It has such an unusual name probably due to the fact that a real volleyball simulation would have more than two players on each side of the net. Has perhaps some unique value to computer owners, as you can say that you have a volleyball simulation in your collection. Totally average, buy if nothing else is available.

Geoff's Comments:

I watch Volleyball on Channel 4, but it was never like this. To aid realism, a cross appears on the court to indicate where the ball will land, you have to get one of your men underneath it and hopefully get the ball back over the net, usually by fluke. A very weird release.

Bump Set Spike:

What Poke? Rating - 47%

Title: Paper Boy
Publisher: Elite
R.R.P.: 8.95
Game Type: Arcade

At last the Amstrad versions arrived so:
Pick up your old Push Bike, put on your peaked cap and imagine yourself braving the streets of an American suburb. Only superb riding skills and a steady throwing arm can get you through your seven day week of hilarious action. Avoid cars, workmen, drunkards and lawnmowers all out to obstruct you in your pursuit of excellence. Score points by delivering to all your usual customers, but you can get sneaky bonuses by breaking the windows of non-subscribers. It's a difficult task but your employer believes that practice makes perfect and generously provides a practice track where you can score valuable extra points. Get ready for the ride of your life.

Phil's Comments:
Well, it's been a long time coming, but what an excellent job Elite have made of it. Scrolling is really good, and there is a very fine art to throwing newspapers, whilst trying to avoid the pedestrians. The game is very easy to get through , but what isn't so easy is to complete a faultless run. As with many arcade games, it can become a little repetitive, but it does drag you back for just one more go. One big complaint is that neither the cassette or disc versions have sound, which does tend to spoil an otherwise excellent game.

Carl's Comments:
I'm not a great fan of computer music, but it was indeed strange to play an arcade classic in silence. I have to admit to being a fan of the video arcade version that comes complete with handlebars, and this although lacking the latter is a very good conversion. It's just about been worth the wait.

Paper Boy: The scores
Graphics 82%
Playability 84%
Lastability 76%
Addictiveness 79%
Value for Money 69%
What Poke? Rating 75%

Title: ZYNAPS
Publisher: Hewson
R.R.P.: 8.95
Game Type: Arcade

Zynaps is a shoot-em-up set in an alien infested planetary system.

The game begins with our hero escaping in a Scorpion fighter from an alien space station out into deep space. Battle continues through asteroid storms to a nearby planet from where, equipped with weaponry and hyperspace units taken from destroyed alien craft, he sets out in search of the secret alien stronghold.

After many terrifying battles fought throughout the solar system, our hero discovers the location of the alien base and the final conflict can begin.....

Ashley's Comments:

Some of the best sprites and background displays I've ever seen in a home computer shoot em' up with excellent special effects that make you want to go back, time and time again. One minor quibble was the lack of weapons, that could be used to zap the many aliens that fly at you. There is no doubting the quality of this product, but I somehow would question the need to buy if you already have a Nemesis and Slap fight in your collection, which are very similar.

Robert's Comments:

Why do you always have to go right back to the start, when you get killed in one of these games, it's very annoying, but thankfully with this effort well worth it, to see the excellent animation again. There are plenty of levels to go at, and once again, Hewson have come up with the goods. Highly addictive.

Scott's Comments:

Ok, we've seen plenty of games like this over the last few months, and it's a shame that this wasn't the first to be produced, and then we wouldn't have had to buy the games like Nemesis. Superb, the best of its kind.
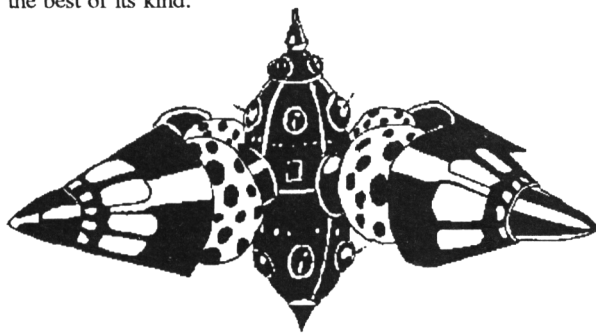
Zynaps: The Scores
Graphics 92%
Playability 83%
Lastability 84%
Addictiveness 86%
Value for Money 87%
What Poke? Rating 85%

Title: Run For Gold
Publisher: AS
R.R.P.: 1.99
Game Type: Sport Simulation

The ultimate challenge for middle distance runners: to win the Olympic Gold against the worlds top athletes AND to break the world record in three events - 400m, 800m and 1500m.

Run For Gold allows you to train two runners for this task: both a 400m runner and a 800m/1500m runner. There are four major championship finals: first Crystal Palace, then the European Championships, thirdly the World Championships and finally the Olympics. Your runners will have to race in local heats in order to gain entry to each of these finals.

But there are forty other runners who share your dream of Olympic Gold. Each runner uses individual, realistic tactics. And, as you improve, so they will improve and the harder it will become to qualify for major championships. As you strive for the same goal, the race for gold is on.

Ashley's Comments:
Nothing like the Daley Thompson style of game, and it's style may turn the less dedicated off. Winning does not come easy, and you have to work hard at it. To win a medal in every event requires a good deal of determination. You can't go far wrong at £1.99

<div align="center">Run For Gold: What Poke? Rating - 74%</div>

Title: Wonder Boy
Publisher: Activision
**R.R.P.: 9.99**
Game Type: Arcade

Wonder boy starts off on a long and hazardous journey, his ultimate mission to rescue his girlfriend Tina, kidnapped by the evil King. King. lives in a faraway place, across seven bizarre and treacherous territories. Each territory is made up of four lands and each land consists of four areas. When you have reached the end of each territory, you will have to defeat a mad Ogre to progress to the next level.

On your way, jump over various obstacles including boulders and bonfires and kill attacking nasties such as bees, snakes and killer frogs. Whenever you see a giant egg, open it, as it will always have something for you, such as a skateboard or a fairy who may protect you for a while. Do not forget to boost your strength and collect bonus points by eating exotic fruit or (not so exotic) junk food.

Geoff's Comments:
Another in a long line of arcade conversions, this one from Activision, keeps much of the appeal of its original big brother. Bright animated graphics make it fun to watch and play. One for the arcade masters only, but a neat conversion.

<div align="center">Wonder Boy: What Poke? Rating - 77%</div>

<div align="center">10</div>

AROUND THE COIN OPS
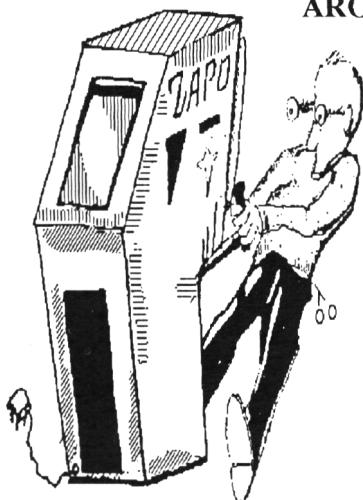
Scott Moore takes his regular trip to the arcades to take a look at four games, old and new:

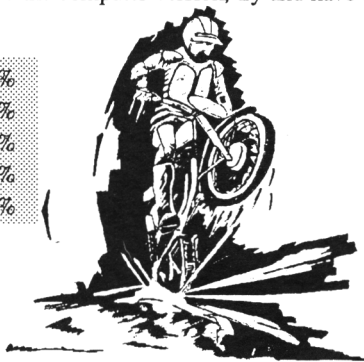**Title: Enduro Racer**
Publisher: Sega
Price: 20p
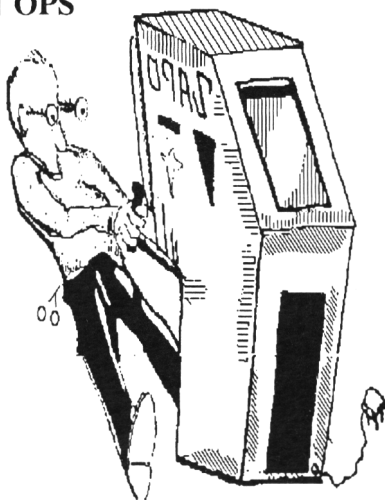
Segas Enduro Racer is following on from where Hang-On left off. It is a trial bike simulation where you sit on a motorbike complete with handlebars, brake etc. The aim is to ride through seven levels which are of increasing difficulty against other riders. The track contains trees, water, boulders and most exciting, the logs. They come on the screen many times on a level and the only way to get past them is to quickly pull back on the handlebars to fly up in the air, jumping over them and, hopefully, avoiding the rocks.

Like Segas, other smash-hit arcade game 'Out Run', the track rises and dips as you go up and down hills. One of the most spectacular features of the game is crashing, it is almost worth wasting 20p to see it. You and your bike fly in the air and land in a heap. To make things worse, there is a time limit which makes you want to have just another go! The graphics are bright, colourful and smooth, but the trees move jerkily. If you've only played the computer version, try and have a go at the original.

Graphics	82%
Hookability	92%
Lastability	85%
Value	87%
Overall	86%

Title: 720 degrees
Publisher: Atari
Price 20p

If you are a skateboard expert, you will realise straight away that the title is the name of one of the harder moves of skateboarding. The game is set in Skate City. In the City there are four parks

11

that you can enter to win, (hopefully), prize money, which can be spent in shops scattered about. Here you can buy new, better, equipment such as pads, boards and shoes. You are not alone in the City - there are BMX bikers, other skateboarders, and even frisbee throwing girls. While riding in the City, different moves must be executed on the skateboard to obtain tickets which let you in the park.

If the machine bellows the words ' Skate or Die' you must quickly ride in a park or be killed by a cloud which chases you. Once in the park, depending on which you're in, you will take part in a sort of race down a number of ramps. If it is completed quickly enough, you'll receive a medal and some money. The graphics are excellent; bright, colourful and superbly animated. This game would make an excellent conversion to a computer if enough time was spent on it, but if you can't wait, play this or play 'Skate Rock' (Bubble Bus) which bears a remarkable resemblance.

Title: Pacland
Publisher: Namco
Price: 10p

Graphics	96%
Hookability	85%
Lastability	92%
Value	90%
Overall	91%

Many years ago, there was an arcade game called 'Pac-Man' which became one of the arcade classics, joining games such as Space Invaders, Scramble etc. It was a very successful game and around two years ago, Namco decided to release a follow-up, hoping to cash in on the success of the prequel. Instead of eating dots, our hero needs to make trips in Pac-town which is inhabited by his worst enemies - ghosts.

They try, as hard as they can, to kill our hero by chasing him, running him down, and the ghosts even take to throwing their babies at Pac-Man to be rid of him. Pac-Man can, as in the original, eat a power pill, which for a limited amount of time lets him eat the ghosts. The object is to gain points by collecting fruit and finally completing the level. There are lots of features in the game, letting you obtain extras for Pac-Man, like a

12

hard hat and magic boots. The games and graphics are cute, with a bounce-a-long tune. The game did not prove to be as successful as the original, but gained a cult following.

Graphics	91%
Hookability	81%
Lastability	89%
Value	93%
Overall	88%

Title: VS Slalom
Publisher: Nintendo
Price: 20p

Nintendo isn't one of the best arcade game producers, but will this change it? Well, there's no bizzare scenerio, just plain skiing. It gives you a chance to stand in Peter Muller's boots (or skis) and to race down a snowy, icy mountain. The most unusual thing you'll first see, is the actual machine. There are two ski poles and two shortened skis. The poles are fixed on the floor and come through the cabinet to form joysticks.

You control a man on the ski-run and pushing the poles forward result in the man speeding up, and pulling back slows him down. Putting your weight on the left ski moves him left, and pressure on the right ski moves him right. The aim is to slalom down the run quickly whilst avoiding snowmen, fir trees and fellow skiers. The idea of slalom is to ski between poles, but it is especially hard with other skiers around you. After completing the first one, you are placed on a different, more difficult run.

The game is very addictive at first, but after playing a while, it becomes boring with the clever skis making the game. The graphics need tidying up as they are very poor. Avoid it!

Graphics	61%
Hookability	87%
Lastability	52%
Value	49%
Overall	51%

13
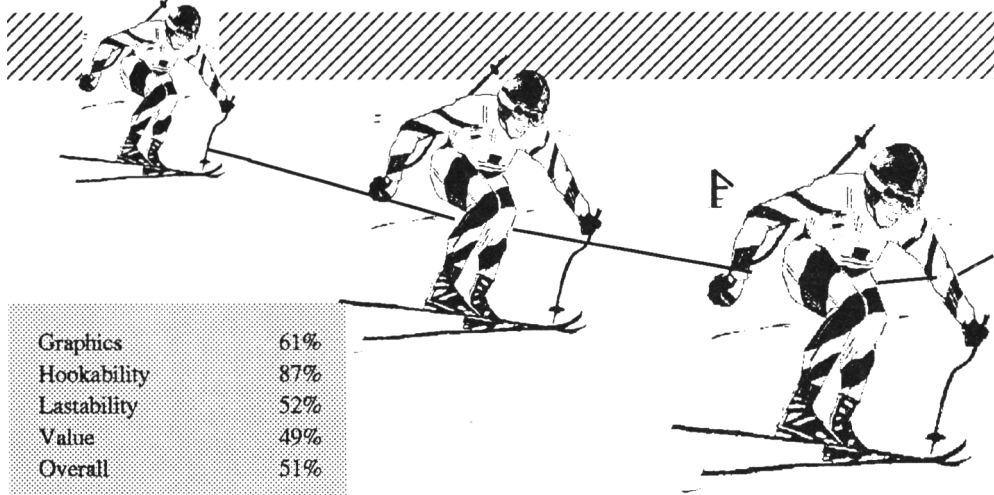
Title: The Living Daylights
Publisher: Domark
R.R.P.: 8.95
Game Type: Arcade Adventure

As James Bond, you must shoot your way through all eight levels before you at last come face to face with the evil arms dealer - Brad Whittaker. General Koskov, the Russian KGB double dealing agent helps Bond through his adventure - watch him closely - he may be treacherous! Once Whittaker's forces are destroyed, your mission is accomplished and the beautiful Kara is yours. Your mission takes you to Gibraltar, Moscow, Siberia, Tangiers, Afghanistan and other exotic and not so exotic places as you struggle to find your quarry, Brad Whittaker. But watch out for the ruthless killer Necross who will attempt to thwart you.

Phil's Comments:

After the previous James Bond offering from Domark (a legend in its own lifetime), I did not expect much from this game, but I was pleasantly surprised. The graphics were very much better, and the game play looks as though this is a real game, and not a title masquerading as a game. I found it very difficult to complete the first level, and I hope it gets easier. The game captured my interest, so despite the difficult game play, I am determined to get to the next problem, although the initial difficulty may put some players off. An excellent game at first sight but ultimate judgement must be based on whether I am able to progress farther into the game.

Jon's Comments:

Domark have produced a game that whilst an improvement on A View to a Kill (which doesn't say much) still suffers from small undetailed graphics. The first level is so hard that most players will be put off. Any game that doesn't allow you to progress from the first level is bound to become repetitive and boring, and despite the eight levels value for money must be based on the size of game that the average player is likely to see. A game for which pokes are essential.

The Living Daylights - The Score.
Graphics 56%
Playability 63%
Addictiveness 59%
Lastability 52%
Value for Money 58%
What Poke? Rating 57%

14

Title: BRIDE OF FRANKENSTEIN

Publisher: 39 Steps

R.R.P.: 9.99

Game Type: Arcade Adventure

It's the middle of the night, outside an electrical storm is raging and you're all alone in castle Frankenstein. Your task is to revive Frankie, the monster who wants you at the top of the tower while you hunt around for the vital organs that will make his life complete. You need to find a pair of lungs, a pair of kidneys, a liver, a heart and of course a brain if you want to make a man of him. But make sure you use only quality spare parts as some of the older items may cause a breakdown. It won't be easy. The castle has many rooms, dungeons, dark corridors, crypts, graveyards and laboratories to explore (sixty screens in all), and who knows what may lurk behind those locked doors?

Andrew's Comments:

This game's great to look at and easy to get into. Good value for money.

Donald's Comments:

The game is far from easy to master, and you need fast reactions as well as a logical mind, to work out some of the puzzles. Large detailed graphics and a man who is easy to control help playability. Just a little over priced.

Jon's Comments:

Some neat graphics are let down by gamesplay. Far from easy and turned me off very quickly.

Matthew's Comments:

I kept plugging away at the game, but it did lack a certain sparkle.

Martin's Comments:

Possibly one of the best Arcade Adventures for some time. Plenty of puzzles, that kept you coming back for just one more go. A tenner for it isn't bad and it should keep you going for many an hour.

Phil's Comments:

A matter of trial and error to find the right key for the right door. I found it too easy to get trapped and die, and it will certainly take some time to complete it.

Scott's Comments:

A boring arcade adventure with nothing new to offer.

BRIDE OF FRANKENSTEIN : The Scores

Graphics 79%

Playability 64%

Lastability 63%

Addictiveness 61%

Value for Money 62%

What Poke? Rating 62%

Title: Killer Ring
Publisher: Reaktor
R.R.P.: 4.99
Game Type: Arcade
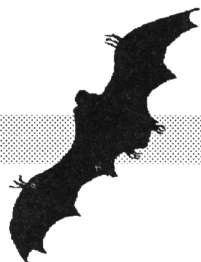
The idea behind the game is to shoot anything that moves, this does not include family pets (except poodles). If it moves, shoot it, if it doesn't, shoot it anyway. If by some freak chance you should reach the spaceman, then blow out his heart for some extra bonus points! Each time you play difficulty increases! (providing you don't run off!)

Andrew's Comments:
Totally average, would have been far better at £1.99

Donald's Comments:
Not a great deal of variety in alien swarms, but should certainly appeal to the shoot em' up brigade. Not too many levels and probably more reasonable at £1.99

Jon's Comments:
A great shoot em' up that drags you back, for just one more go. Miss this at your peril!

Martin's Comments:
What a pity there weren't more levels, 7 just isn't enough, excellent animation although not totally original. Well priced at £4.99

Phil's Comments:
A highly entertaining blaster, that drags you back for more. Very playable, but a lack of variety. Above average game at an average price.

Robert's Comments:
An excellent shoot em' up for only £5. Brilliant animation and it lacks only variety and could have done with more levels.

Scott's Comments:
A nice shoot em' up on the Galaxians theme at a nice price.

Killer Ring: The Scores	
Graphics	76%
Playability	79%
Lastability	64%
Addictiveness	78%
Value for Money	74%
What Poke? Rating	73%

16

Title: Quartet
Publisher: Activision
Address: 23 Pond St, London, NW3 2PN
R.R.P.: 9.99
Game Type Arcade Adventure

When terrorists overrun and capture a space colony, you must send in your deadliest most expert team of trained killers available. You have the choice of the members of this team, from:

EDGAR - The fighter with the best jumping ability.

LEE - Manoeuvres his wide beam gun quickly and skilfully.

MARY - Proficient in operating the powerful bazooka.

JOE - The fastest mover among the four fighters.

So go to it!

Donald's Comments:

99 levels should make for a big game, but content is poor, mix this with unspectacular graphics and simple gameplay that allows even a five-year old to progress, then I can only say don't waste your money.

Scott's Comments:

A poor conversion of the arcade original and far too easy.

Martin's Comments:

Big simple sprites, for a simple game that must be a joke.

John's Comments:

A flashback to 1983 as far as graphics. I must admit to going back to play it twice, to check whether I'd been dreaming the first time. A doddle to play, leave well alone.

Alan's Comments:

What spoils the game for me is the price, I played the game for hours, but it is totally unfair expecting someone to pay £10 for it. A great shame.

QUARTET: The Scores
Graphics 56%
Playability 68%
Lastability 42%
Addictiveness 59%
Value for Money 45%
What Poke? Rating 48%

17

QUARTET

Level 1

O Jet Pack

← KH →

S

E

Level 2

← KH →

Jet Pack

O Jet Pack

O

E

S
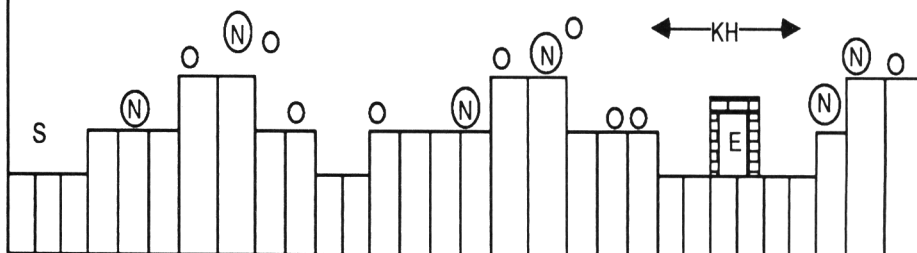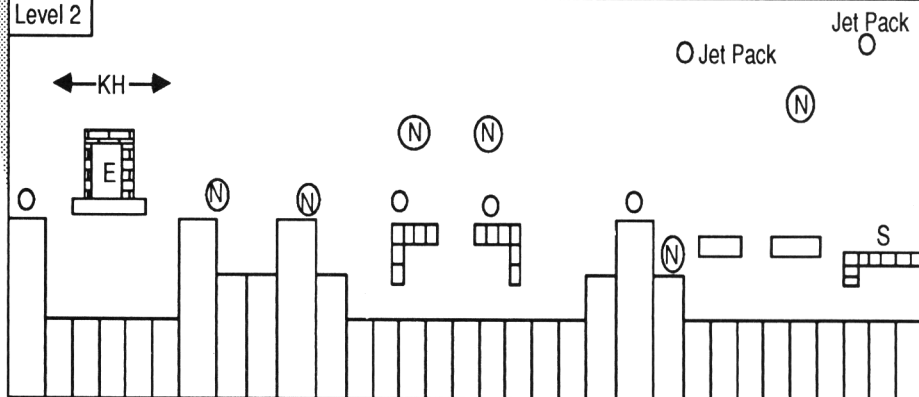
KEY

S = START
E = EXIT
N = NASTIES
O = OBJECT
KH = KEY HOLDER (MONSTER)

NEW

Title:MOUNTIE MICK'S DEATH RIDE
Publisher: Reaktor
R.R.P.: 4.99
Game Type: Arcade

Ok. Mick (that's you!) it's time to try your luck on the Iron Horse, no soft saddles on this one though, so button up your jacket and prepare for the train ride of the century!

Right, so here you are on the roof of a thundering great train with hosts of baddies shooting at you. Sounds difficult? It gets worse! Some of the baddies have found grenades, but never fear, there are some lying around for you as well. Now Mick is a plump fellow (too much good ol' Canadian cooking!) and if he goes and jumps on anyone they end up flatter than a pancake.

There are two more problems as well, the first is leaking gas tanks, one whiff and you're a gonner. Don't panic, there are gas masks around, don't forget to put them on when you see danger. Secondly, there are tunnels and again help is at hand in the form of a torch, but conserve your batteries, as they don't last for ever.

Just to add to the fun there are nine trains travelling on this route, and the only way to catch up with the next one is on a hand cart. This just so happens to be being pushed along in front of the train. Jump on and start pumping!

Donald's Comments:

A fast action game of jumping and shooting that keeps you going back for more. Control of your character is good. Very enjoyable.

Jon's Comments:

I found this game very difficult to get in to, and became very frustrated. A little over priced at £4.99

Martin's Comment:

Nowhere near as good as Express Raider, but the 9 trains are more than enough to keep you going back for more. Would have been a rave if £1.99

Phil's Comments:

Very annoying to have to go back to the start, when you lose a life, but very addictive. One for the quicker players, my son (12) was far better than me.

Robert's Comments:

Far more playable than Express Raider, with plenty of trains to go at. Great value.

MOUNTIE MICK'S DEATH RIDE: The Scores
Graphics 59%
Playability 68%
Lastability 58%
Addictiveness 67%
Value for Money 61%
What Poke? Rating 62%

19

What Now? What Poke? Publications.

NOTE

We do our very best to check that all the hints we are sent actually work, but it is impossible to check the validity of all the information we receive. If you do have any problems with any of the routines in this book then please write, remembering to enclose an S.A.E., and we will do our best to answer any queries, although we cannot guarantee to always be successful.
Write with your problems to
What Publications Queries Dept. 1338, Ashton Old Road, Higher Openshaw, Manchester M11 1JG.

Game Playing Classifications

HOP
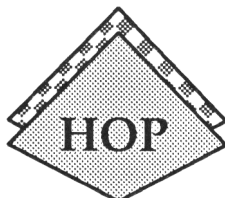
HOP (Hot Off Press)- The very latest in game help received on the very latest software releases.

NEW

NEW- Help on the games released 3 months prior to publication.

EP's
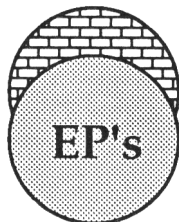
EP's (Ever Presents)- Help on the older games that still remain popular.
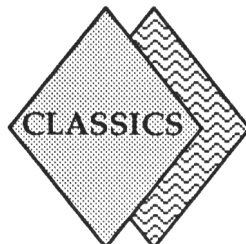
CLASSICS

CLASSICS- Help on the games that have proven a landmark in computer game history.

Adventure
With
Andromeda

Somebody down there asked me to write an adventure page for a new "arcade" publication. I don't know if any arcade players are smart enough to tackle adventures, but if you want to have a go, then feast your eyes on this column each month.

For the next few months, to get you in the mood for it (adventuring with your micro, I mean!!!) I'll jot down the solutions to some popular Amstrad adventures. Further adventure topics, reviews and solutions, if you're up to it, are to be found in "What Now?".

This month's solution is "BRAWN FREE".

(TD = TAKE DOLLAR)
TAKE CUTTERS, E, TAKE WHIP, W, N, TD, N, TAKE MATCHES, N, TAKE BOWIE
KNIFE, E, TD, E, TD, N, TD, W, TD, W, TAKE PLANK, N, N, TAKE DYNAMITE,
S, E, TD, DROP DYNAMITE, LIGHT DYNAMITE, (blows up rocks), E, TAKE ROPE,
N, TAKE CROWBAR, S, W, W, S, E, E, S, W, W, S, S, E, CUT FENCE, DROP CUTTERS,
TD, E, WHIP MULE, (to go East), TAKE SHOVEL, E, N, TD, E, TD, E, TD, E, TD, S,
TAKE SILVER KEY, TAKE BEANS, DROP WHIP, W, OPEN CHEST, EXAMINE CHEST,
(x2 to find rifle and case of red eye), TAKE REDEYE, TAKE RIFLE, N, W, W, S, W,
W, W, N, N, E, E, DROP CROWBAR, DROP SHOVEL, DROP SILVER KEY, W, W, S, S, E
(4 times), TAKE TICKET, TAKE PADDLES, N, W, S, W (3 times), S, E, E, JUMP
DITCH, GIVE TICKET TO INSPECTOR (to move), TD, E, E, TD, READ ENGRAVING, E,
TD, E, TAKE GOLD KEY, N, TYPE "NO", N, TAKE BOOTS, S, S, W (4 times), JUMP
DITCH, W, W, N, N, N, E, DROP GOLD KEY, DROP RED EYE, DROP PADDLES, W, DROP
BEANS, E (5 times), TD, E, TD WEAR BOOTS (to go east), E, TAKE AXE, N, TD, N, TD,
N, TD, N, TD, N, TD, READ SIGNPOST, N, GIVE RIFLE TO INDIAN (to go north), N, W,
TD, W, TD, W, N, THROW ROPE, TD, N, TAKE KAYAK, N, W, TD, W, W, TD, S, TD, S,
USE PLANK (to cross chasm), W, N, N, TD, N, N, TD, E, TD, S, E, N, TD, LIGHT BUSHES,

E, TAKE BANJO, W, S, W, N, W, S (4 times), E, N, N, E (3 times), N, W, TAKE HACKSAW, READ LIST, E, N, TD, E, TD, S, S, TD, E, TD, N, E, N, W, TD, E, S, CUT SHRUBBERY (with bowie knife), S, TAKE CHARM, TAKE PENCIL, DROP MATCHES, DROP BOWIE KNIFE, N, W, W, N, W, S (3 times), E, TD, E, TD, E, TD, S, W, W, TAKE COLT 45, E, E, N, W (3 times), W, TD, W, TD, S,TD, S, W, WAVE CHARM (to go west), W, TAKE TOMAHAWK, READ TRIBUTE, E, E, N, N, E, E, S, S, E (3 times), S (7 times), W (5 times), TAKE SHOVEL, TAKE CROWBAR, DROP BOOTS, TAKE SILVER KEY, DROP CHARM, DROP PENCIL, W, TAKE RED EYE, TAKE PADDLES, E, N, W, N (3 times), TD, E, TD, N, W, LAUNCH KAYAK, TAKE KAYAK, TAKE PADDLES, E, READ NOTICE, LAUNCH KAYAK, S, DROP HACKSAW, DROP TOMAHAWK, N, TAKE KAYAK, TAKE PADDLES, LAUNCH KAYAK, TAKE KAYAK, TAKE PADDLES, W, LAUNCH KAYAK, E, S, W, S (3 times), E, E, S, W, TAKEGOLD KEY, W, TAKE BEANS, E, E, N, W, W, N (3 times), E, N, W, TAKE KAYAK, TAKE PADDLES, LAUNCH KAYAK, TAKE KAYAK, TAKE PADDLES, E, LAUNCH KAYAK, S, TAKE TOMAHAWK,TAKE HACKSAW, S, E, DROP RED EYE (in front of Apache Joe), S, DROP BEANS (in front of Mexican Pete), S, S, TD, E, TD, CHOP TREE (with axe), N, DIG RUBBLE (with shovel), N, E, S, S, TD, E, OPEN DOOR (the oak one, with the gold key), TD, N, OPEN DOOR (the silver one, with the silver key), N, OPEN DOOR (the plain one, with the crowbar), N, OPEN DOOR (the metal one, with the tomahawk), N, W, S, W, N, (you are taken to jail for carrying the Colt 45) CUT BARS (with the hacksaw), W, PLAY BANJO (to clear the way south), S You should
have enough money to buy the cure so this adventure is completed.

Well my little joystick wagglers, I hope you enjoyed this and I'll drop in next month with another solution for you. Any questions on adventuring should be addressed to the Editor who promises to beam them up to me at the first opportunity.

Game

Playing

Hints

Section

CLASSICS

CONTRAPTION
Help from Phil Maxfield

```
10 OPENOUT "D"
20 MEMORY 1999
30 LOAD"CONT.BIN"
40 CALL 28650
50 LOAD'cont1.bin"
60 POKE &5EC9,0
70 POKE &5ECA,0
80 POKE &5ECB,0
90 POKE &5ECC,0
100 CALL 23700
```

AIRWOLF

David Pickles jumps into his chopper
to help on this classic:

```
10 AIRWOLF  - DISC
20
30 INFINITE LIVES, TIME
40 AND INVULNERABILITY
50
60 INSERT AIRWOLF DISC
70 RUN THIS PROGRAM
80
100 OPENOUT "D": MEMORY &3E7
110 LOAD "PROG"
120 POKE &68C2,0: LIVES
130 POKE &6D47,0: TIME
140 POKE &7B33,0:POKE &7B34,0: POKE &
7B35,0: INVULNERABILITY
150 MODE 0
160 FOR Z=0 TO 15:READ X:INK Z, X: NEXT
170 DATA 14,26,0,23,17,22,15
180 DATA 6,26,4,23,2,15,26,13,0
190 CALL &68A8
```

FINDERS KEEPERS

No losing or weeping when David Pickles is
about.

```
10 FINDERS KEEPERS - TAPE
20
30 INFINITE LIVES
40
50 SKIP FIRST FILE "FK"
60 RUN THIS PROGRAM
70 PRESS PLAY
80
100 OPENOUT "D":MEMORY &7FF
110 LOAD"!FK"
120 POKE &20CE,0
130 CALL &800
```

KANE

David Pickles, shows that he's Abel!

```
10 KANE - TAPE
20
30 INFINITE LIVES
40 (NO EXTRA LIVES GIVEN)
50
60 RUN THIS PROGRAM
70 REWIND TAPE TO THE START
80 PRESS PLAY
90
100 MODE 0:MEMORY &8000
110 LOAD "!KANE0"
120 POKE &9B4B,&C3
130 POKE &9B4C,&80
140 POKE &9B4D,&BE
150 A=&BE80
160 READ B$:IF B$="XX" THEN CALL &9AB0
170 POKE A,VAL ("&"+B$):A=A+1:GOTO 160
180 DATA 3E,00,21,71,C5,77,23,77,23,77,23,
77,32,C8,CE,32,62,CF,32,5A,C4,
32,03,CB,3C,32,8F,DE,C3,00,C0,XX
```

23

AUF WIEDERSEHEN MONTY
THE MAP

EP's

B
1
2
D

U
E
E
3
4
5
6
W
R
T
10
9
8
7
M
X
CL
11
E
E
13
E
12
C
F
14
15
G
E
16
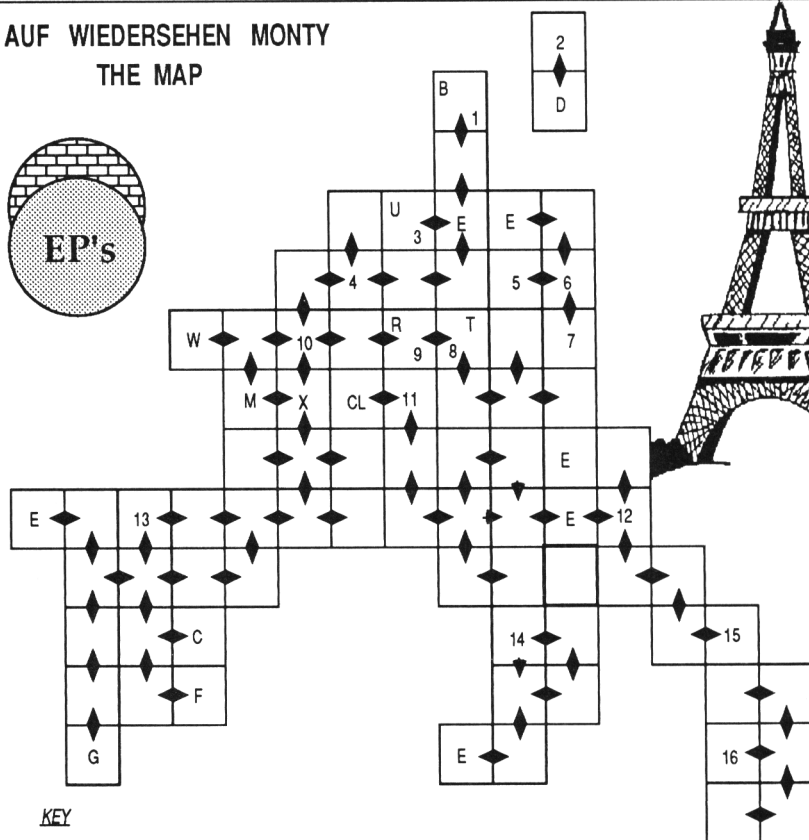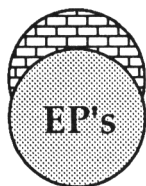
KEY

◆ = 2 Way Exit

◀ = 1 Way Exit

A = Airport

B = Bacon

C = Cape

CL = Clock

D = Steering Wheel

E = Extra Wheel

F = Football

G = Gun

M = Mona Lisa

R = Record

T = Tools

U = Tulip

W = White Wine

X = Cork

Numbers represent airports.

24

AUF WIEDERSEHEN MONTY
Robert Troughton gives some tips on this Gremlin game

Use these tips in conjunction with my map.
Here is a list of the airports, and where they take you:-

Airport	From	To
13	Spain - Airport	France - Paris
10	France - Paris	Belgium - Antwerp
4	Belgium - Antwerp	Luxembourg - Luxembourg
9	Luxembourg - Lux	Netherlands - Amsterdam
3	Netherlands - Amsterdam	Spain - Airport
8	W. Germany - Bonn	W. Germany - W. Berlin
5	W. Germany - W. Berlin	E. Germany - E. Berlin
6	E. Germany - E. Berlin	Yugoslavia - Airport
12	Yugoslavia - Airport	Italy - Rome
14	Italy - Rome	Greece - Olympus
16	Greece - Olympus	Swiss - Bern
11	Swiss - Bern	Yugoslavia - Airport
15	Moledavia	Denmark - Copenhagen
1	Denmark - Copenhagen	Sweden - Bjorn
2	Sweden - Bjorn	Denmark - Copenhagen
7	Czechoslovakia - P.	False Airport (Minus tickets!)
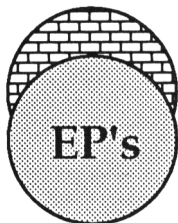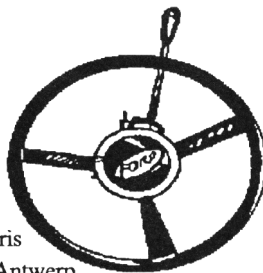
To get the Tulips, get the Cork from France, and take it to Amsterdam - walk up to the boy, and he will swap the Cork for some Tulips - now take the Tulips to the bottom of the Leaning Tower of Pizza, and touch the girl - she will take the Tulips.
Take the Tools from W. Germany, and you can fix the Austrian lift.
Take the Bacon to Czechoslovakia (Don't go into the Airport!)
Take the Mona Lisa to Itsadaboss, Italy, and walk up to the Fence.
Take the wine to Dortmund, W. Germany.
Collect the Record.
Take the football to Juventus, Italy (Go to the airport at Rome)
Take the steering wheel to Monaco, France.
Don't visit Montos (or the screen to the right) until you are sure you have done everything, and got maximum money - there are a further 3 ECs at the harbour, which should be collected last.

25
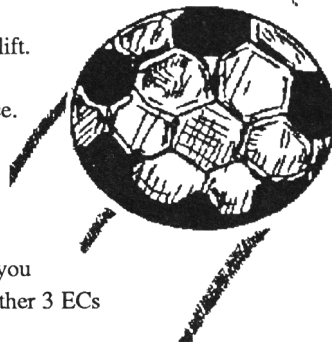
ARKANOID

Ashley Cotter-Cairns offers a playing guide to this Imagine classic:

General Tips :

The secret to sucess in ARKANOID is timing. You need to be able to judge if that extra life is going
to disappear before you hit the ball, or, if you go for it, will the ball vanish first ?
Always play with keys, the reaction time is so much better. I personally use the index fingers of
both hands for left and right and my thumb to fire, but experiment to see what suits you best.
Expect the ball to do unexpected things. Sometimes they bounce off the left side of a capsule so be
ready to dart left if necessary. Also beware of a magically slowed ball hitting the top of the
screen; this cancels the capsules power and the ball rebounds at full speed.
Silver and gold bricks have an odd effect on a slowed ball. A ball hitting a silver/gold brick will
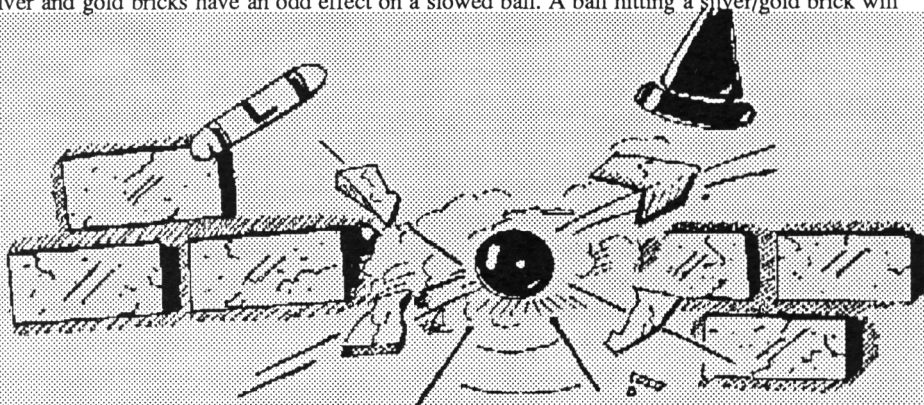
always bounce back to the left. Even balls which are not slow at all will do this: an example is on
level 3, balls often speed up on this level because of all the gold bricks. Gold bricks speed up a
ball after about 20 hits. When a ball is going very fast it travels at an angle, and this sometimes
reacts in the same way as a slow ball, ie bouncing left off a row of gold bricks. Beware of this !
When you die, any bricks destroyed stay destroyed but silver bricks go back to full strength
again. Try not to destroy all of the coloured bricks on a level to leave just silver bricks because
silvers contain no powers, and, if you die you may be powerless to finish off the screen.
Aliens can only get through gaps of two or more bricks wide. Try to avoid letting them through the
last line of bricks on a screen because once down a certain way they can travel anywhere on a
screen. Usually aliens whizz past, or into your ship, and vanish to reappear at the top. However,
very rarely one turns coward and runs to the top of the screen. If you catch him as he approaches
the score area he will die, giving you bonus points.
The score for bricks varies from between 60 and 160 points per brick. Silver bricks grant no
points until they are totally destroyed. Aliens are worth 100 points, the coward alien 500. But
the best source of points is capsules. They are worth 1000 points each and a large score can be
built if as many as possible are collected. A B brick is doubly rewarding, as you gain 1000 points

for collecting one and between 5000 and 10000 points for using the short cut. But if you get one, unless you're on a nasty level or you badly want to see the next screen, stay on the screen to hopefully gain more points and lives. If you get in trouble, make sure the ball is fairly safe and make a dash for the exit.

If you already have a power operational, collecting another will exchange the powers. If you get, say, a catch and another catch floats down, get that one too. It's still worth 1000 points.

Only so many extra lives can be gained, about 12, but once the line along the bottom is full don't go out of your way or take any risks to get lives; they don't accumulate, more's the pity!

If the ball gets stuck in a loop, as it sometimes does, pressing ESCAPE quits the game. Its very, very frustrating after all that hard work, but, honestly, headbutting the keyboard does not help! I've tried!

With the laser, as another capsule floats down, shoot at it constantly, and when the capsule is collected, laser bolts often hit other bricks above you and sometimes release more powers.

Specific Tips:

Level 1: the best powers on this level are B, L and C. This is an easy screen, get used to timing the capsules. Collecting an S is useful too, it gives you more time to think.

Level 2: best powers B, L and C. D is to be avoided; it sometimes malfunctions, and the three balls cluster together and remain 1 unit. This kills silver bricks with 1 hit and most other bricks, but white and light blue bricks cannot be destroyed and therefore you have to lose a life. There is a red brick on the right at the start of this screen, try to open this up quickly with the serve and hit the ball back through. If you mess this up, then direct the ball left again and chip away at the silver bricks.

Level 3: the first really tough screen. Powers B, D or S and C are best here. Because of the gold brick effect on a slow ball, try to get a slow or a D when the ball is between the gold bricks. This holds the ball up there. Be careful how you release the ball because it can get into a loop from which only a life loss will stop it. A laser is useless here!

Level 4: easy level. For quick points, launch the ball between rows of bricks. Best powers are B, L and C.

Level 5: this is hard, lots of silver bricks but only a few power bricks. The best powers are L, B and C (a malfunctioned D is also useful!).

Level 6: thin rows of bricks and some gold ones make this quite a tricky screen. A laser is useful but you cannot finish the screen with it because some bricks are situated above gold bricks. Best powers are B, D and L.

Level 7: on this screen, the aliens can get at you straight away so watch for deflections! A laser is extremely effective here. B and D are good, and there should be a couple of P's in there too.

Level 8: this is the 'crunch' level. Although not the most difficult, it is certainly sometimes the most annoying and frustrating. This is the worst screen for the notorious infinite loop bug, and ESCAPE may be needed. B, D and C are useful here. At the start, launch the ball into the central

gap and you will hit a brick, but be careful, the ball will often come back awkwardly so be on your guard!

Level 9: another tough one, the problem being the bricks in the top corners protected by the gold 'cups'. Aim to launch the ball into the right cup first; get the cups and a laser will handle the rest. B, C and L are good powers to get.

Level 10: an 'L' of gold bricks protects the bricks at the top. There is a way to get the ball up there; as soon as the screen starts, go to the right hand side and launch the ball, bounce it to the left where the gap is. The ball will hit the gap and come back, return if immediately and the ball should get inside the protective gold bricks. B, C and D are good powers here but laser is useless.

Level 11: you're on your own here! All bricks are silver and so there are no powers. initially it seems a good idea to launch the ball up the side so as many bricks as possible are hit. But, if you make a hole in the bottom line of silver, in the middle, most of the screen will be done quickly, leaving vertical columns, and these are easy to finish off.

Level 12: only a few power bricks but lots of gold, quite tricky at times but if the ball speeds up it's quite easy. Powers B, D and S here.

Level 13: a break in the difficult screens. 3 blocks of power bricks and no complications. Watch for the aliens! B, L or C are useful.

Level 14: pray for a B here because this is a tough screen! Watch out when launching the ball as it often comes back to the left. The real problem is the bricks protected by the gold blocks and therefore the C is a good power. D or L are also useful. Go steady because you can lose several lives here.

Level 15: another reasonably easy level with no complications and a chance of several extra lives. Don't relax though! B, L and S are very good powers to get.

Level 16: a laser can finish off this level, but that doesn't make it an easy screen. Once a hole is made in the 'strands' the ball creates havoc with the bricks. B, L or S are good here.

Level 17: the umbrella. The silver bricks on this screen are the first to need 3 hits to kill. Launch the ball from the right so it bounces onto the cluster of silver bricks defended by the golds. B, D and C are very good powers to get here.

Level 18: the 'M' level. Launch the ball up the right-hand side where the orange bricks are, and the ball will do the rest. D, B or L here.

Level 19: this level is quite a difficult one because you need an angle to get the ball between the gold layers. B, S or D and there might possibly be a couple of P's too.

Level 20: return of the hard level. Another 'crunch' level. You'll have no difficulty if you collect a laser as you can shoot laser bolts up between the lines of gold bricks. Watch the ball though! And if you don't get a laser, start praying... B, L but NOT D, as the balls speed up so quickly they can get stuck, as on level 8.

That should help you to conquer the first 20 levels. I have got to level 27 but ran out of lives (and luck!). Can anyone else do better?

28

NEMESIS

A long one but a good one, from David Pickles.

```
10 NEMESIS - TAPE
15
20 INFINITE LIVES AND INVULNERABILITY
25
30 TYPE IN PROGRAM A THEN SAVE IT
35 TYPE IN PROGRAM B THEN SAVE IT
40 SKIP FILES "NEM", "NEMSIS"
45 AND "LOAD"
50 RUN PROGRAM A
55 RUN PROGRAM B
60 PRESS PLAY
65
100 PROGRAM A
110
120 ENT -1,1,9,1
130 ENT -3,2, -6,1,2,6,1
140 ENT -5,1,-2,1
150 ENV 1,2,-1,2
160 ENV 3,2,3,1,3,2,1
170 ENV 5,2,-1,1
180 ENV 7,10,-1,5,30,0,1,10,1,10
190 ENT -7,2,-1,1,2,1,1,5,0,2
200 ENV 8,2,2,2,5,-1,2,1,-7,5
210 ENT -8,5,0,1,2,-1,1,2,1,1
220 MODE 0:PEN 15
230 FOR Z=0 TO 15:READ X:INK Z,X:NEXT
240 DATA 0,1,2,3,6,7,8,9,11,12,13,15,16,18,24,26
250 OPENOUT "D":MEMORY 999
260 NEW
300
310 PROGRAM B
320
330 LOAD"!NEMCODE", 1000
340 POKE &9D74,0: LIVES
350 POKE &9BA3,0:POKE &9BA4,0:POKE &
9BA5,0: INVULNERABILITY
360 CALL 38341
```
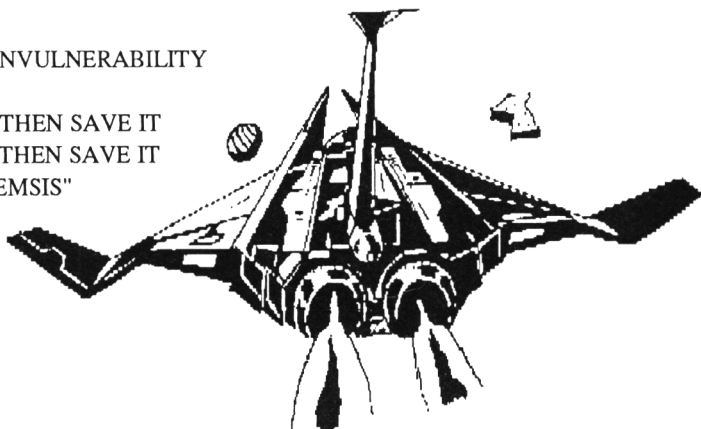
NEMESIS
Help from Jason Stanway.

Put the game on the two player option, get killed with player one, then if you get to the end of a level, ie. finish level one with player 2 before he gets killed and start the 2 player option up, you will find that the 2nd player doesn't start at the beginning of level 1 but at the last level he was killed at, ie. the second level. It does this all the way through the game, so you will not have to start back at the beginning,but at the level where you were last killed.

LIVINGSTONE I PRESUME

No more searching for Livingstone, thanks
to Phil Maxfield.

```
8 FOR z=0 TO 15: INK z,0: NEXT:
BORDER 0: MODE 0
9 OPEN OUT "d" : MEMORY &3FF
10 LOAD "liv1",&400
11 LOAD "liv2",&C000
12
13 POKE &C6DA,0: ** INFINITE
LIVES **
14
15 FOR z=&BF00 TO &BFOE:READ
as: POKE z,VAL ("&"+a$):
NEXT:CALL &BF00
16 DATA f3,01,00,32,11,00,80,21,
00,c0,ed,b0,c3,00,04
```

Program will work tape/disc.
Change lines 10 & 20 to suit ie Liv 1
and Liv 2.

BALL BREAKER

Sounds painful, but don't worry, David Pickles
comes to the rescue.

```
10 BALL BREAKER - TAPE
20
30 INFINITE LIVES AND MISSILES
40
50 RUN THIS PROGRAM
60 REWIND TAPE TO THE START
70 PRESS PLAY
80
```

```
100 MEMORY &4000
110 LOAD"!A"
120 POKE &75C5,&C3
130 POKE &75C6,&80
140 POKE &75C7,&BE
150 A=&BE80
160 READ B$: IF B$="XX" THEN
CALL &7530
170 POKE A,VAL ("&"+B$):A=A+1:
GOTO 160
180 DATA 21,BD,1E,36,00: MISSILES
190 DATA 21,D8,28,36,00: LIVES
200 DATA C3,40,00,XX
```

30

MUTANTS

HOP

A Playing Guide courtesy of Ashley Cotter-Cairns

The knack to playing MUTANTS is to know (a) where the bits of the destruct mechanism are on a screen and (b) the best weapon to use for that screen. Luckily, I have already done all this for you, so follow these tips:

Area A: It's very useful to have a map here, so I've made one, leaving out the unimportant area. To simplify it, here's 'directions' from 'start'.
UP, RIGHT, UP, RIGHT, RIGHT, DOWN, RIGHT, DOWN, LEFT, UP, RIGHT, UP. You should now be at 'finish'.
Once you get to finish you'll see a pad similar to the one you start on. Go over this and you'll drop any parts that you're holding, and your lives will be replenished.

Area B: Use your shields to make a rough box around the top-left area, thus protecting you from the worst of the attacks, and get the part. Simple.

Area C: Shield is best here because once it's run out you can use the zappers to blast your way back to the centre. Use the shield to border the aliens on the right centre of the screen, after going up, left, down and right. Zap the green balls and part of the aliens vanish for a while, making a gap.

Area D: Easy screen this. Just wait for the 'waves' of balls to vanish and dash down to the left to get the device.

Area E: Rush straight down, shooting rockets, and make your way right. Then go to the top right, and Zap through the 'webs' to get the device. You may find that you don't need to Zap to get it but you'll have to blast back to the middle again.

Area F: Very easy. Go down and right and come back. Drop shields if necessary, but it shouldn't be.

Area G: Another straightforward screen, if you don't rush it. Go down - left and BOX IN THE PULSING SQUARE with shields before you get the device. You'll see why when you get the device!!
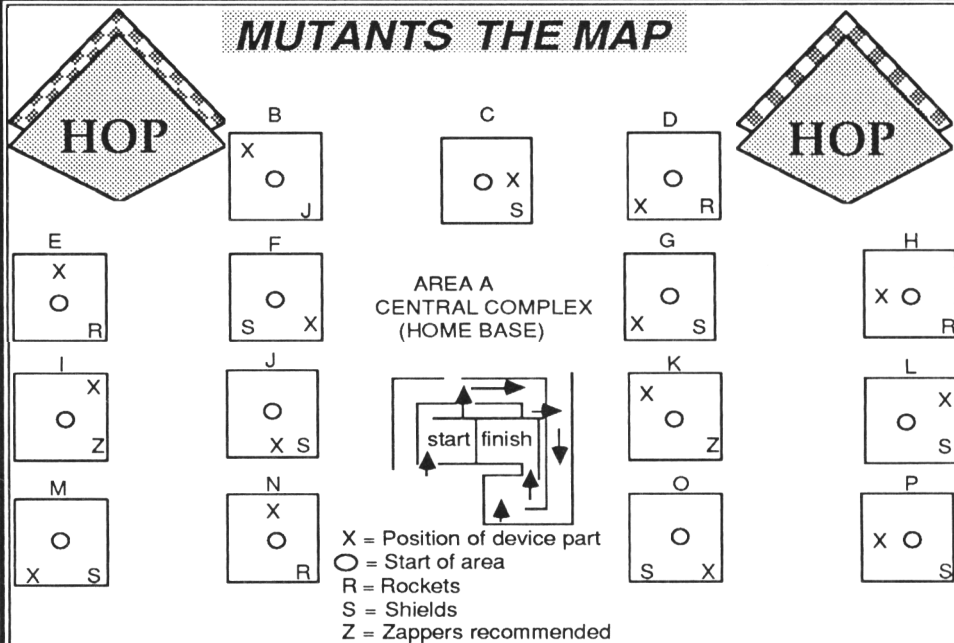
Area H: Go up - left then down to avoid the webspinners, then get the device and Zap back to the centre. Easy.

Area I: This is quite easy to get the device, but difficult to get out with it. Go left then up until you can see 'streams' of stars going left. Line up with the stream and Zap constantly, working your way to the centre. Once there, go up and Zap to the right while moving. Get the device then run down the right, Zapping, to escape the now-freed streams.

Area J: An easy one, go down and get the device, then right, up and left to escape. Lay shields whenever necessary.

Area K: Fairly easy if you don't get caught by the balls (pardon the expression!!) At the start you

31

MUTANTS THE MAP

HOP

HOP

B
X
O
J

C
O X
S

D
O
X   R

AREA A
CENTRAL COMPLEX
(HOME BASE)

E
X
O
R

F
O
S   X

G
O
X   S

H
X O
R

I
X
O
Z

J
O
X S

start | finish

K
X
O
Z

L
X
O
S

M
O
X   S

N
X
O
R

X = Position of device part
O = Start of area
R = Rockets
S = Shields
Z = Zappers recommended

O
O
S   X

P
X O
S

MUTANTS

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

A is the home base, it is here that you
must deposit the self destruct mechanism.

MUTANTS

are surrounded by a wall of pulsing aliens. Shoot a hole in it by going to the right and turning around before you hit the wall. Shoot and then go through the hole. Go up - left, get the device then retrace your steps.

Area L: Very easy if you go carefully. Go up to avoid the aliens, then down, right and up. Use the shields if you need to and the device is centre-right.

Area M: The most difficult area for me. Keep at it and you'll probably succeed. Go to the left and run straight down and get the device. Now rush right, dropping shields and you'll probably escape. Don't give up!

Area N: Easy to start on this one but difficult to finish. It's another 'web' type screen. Go right, to the edge then up. Turn left and blast through the web. Watch out for the aliens that try to patch up the web. Once you've got the device, they go mad so be careful! Go straight down when you've got the device, again blasting.

Area 0: Fairly easy, but you can get caught out. Using the shields, try to make a line near the device which protects you from the arrowhead aliens. Then rush in and grab the device. Make a run for it up the screen, dropping shields at intervals to escape.

Area P: Go down, dropping shields, then go left and up to the device. Run up, still dropping shields and you're free. Quite a tough screen if you're not quick.

With these tips, you should be able to complete Mutants. It's not easy, even when you know what to do, but keep at it!

DR. DESTRUCTO
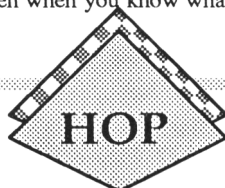
A Playing guide, courtesy of Ashley Cotter-Cairns.

The problem with Dr. Destructo is that it's so tempting to just fly around in circles shooting wildly and delivering mass carnage to Destructo's forces. This is not advisable after the first two or three levels because the likelyhood is that you'll hit something nasty and die. And shooting a helicopter at close range is NOT advisable unless you're ready to turbo-boost in the opposite direction!

Another problem is the time limit. Unless you're careful, you may find yourself running out of time around screen 18 or 19. Since there's only 21 screens, this can be VERY frustrating.

There are 21 screens and 7 days, so if you do 3 screens per day and night, you'll be ok. If you can do it quicker, don't hang around because some of the later screens take a long time to do.

Screen 1 BANYO: Very easy. Those of you who like doing aerobatics, do it here. You can't die here so there's no excuse. Use the bomb if necessary (it shouldn't be!).

Screen 2 LITHIUM: Again very straightforward. Only a few blue planes to bump you off. Don't get too cocky 'cos you can die! Use the bomb anyway you please, as the screens a cinch.

Screen 3 OKEAN: Another simple screen, blue jets are added to the enemies but you shouldn't find it too difficult to do. Drop the bomb onto the right of the boat and concentrate on that part of the boat as it is lower than the rest.

Screen 4 TULLET: The first tricky screen. Lots of blue planes, sattelites and helicopters will annoy you here. Shoot all the helicopters you feel safe about. The left of the screen is the best place to concentrate on.

Screen 5 LAST RESORT: Quite difficult to do this. Yellow bombers and arrows are the biggest dangers to you. The island itself is quite thin and needs few hits to make a hole, but there are only a few things which are easy to make holes with and the screen needs care in playing.

Screen 6 SWORDFISH: This screen is difficult because you have to put four holes in the sub. Otherwise it's straightforward, with a few sattelites and lots of blue jets.

Screen 7 VOYAGER: Quite a difficult screen. Sattelites, plenty of helicopters and a thick ship contribute to make this one a go-carefully screen. Use the bomb towards the left of the ship and concentrate your efforts on this area.

Screen 8 DICTATOR: Very difficult, nothing new, but lots of everything. A very tough ship to kill too.

Screen 9 DOMINION: Quite easy after the hard DICTATOR. Only jets, bombers and helicopters and the ship is very vulnerable at the right.

Screen 10 CLOBBER CASTLE: Incredibly difficult. Try to hit the middle as opposed to the towers. Just about everything turns up here, so watch yourself. Use the bomb wisely!

Screen 11 SAFARI: Fairly easy. Not much variety to the nasties and an easy ship to sink.

Screen 12 ECHO BEACH: Sattelites are a real pain on this screen. The island is quite easy to sink but you'll have to fly VERY carefully.

Screen 13 MAGNOX: Quite an easy screen. No blue planes, but bombers and helicopters put in an appearance. The weakest part of the ship is the left, concentrate attacks here.

Screen 14 COLOSSUS: Don't be put off by the size of this huge ship, it's easy to kill. Lots of blue planes here so go carefully. A new adversary is presented here; spinning flying saucers. Shoot them and they drop down so be careful. Concentrate on the right of the ship.

Screen 15 EUGENE'S LAIR: You only need two hits to kill this one. Another new adversary - tuna fish - put in rare appearances. Lots of blue planes and the odd 'copter.

Screen 16 TUNA: Lots of tuna, lots of green and blues and a few flying saucers. The sub is weak and easy to kill.

Screen 17 PARANOIA: You've got to hit all four statues to win. Nothing can kill you here, but it may take a long time, so time your shots carefully.

Screen 18 PENGUIN: Lots of greens, saucers and helicopters and new aliens, the space shuttles. Very tough ship with no weak points. You only need 2 hits though.

Screen 19 END OF THE WORLD: Quite an easy screen to punch. Keep away from the light house and it's

Screen 20 DESOLATION: No planes, just rockets which go down immediately. Shuttles are a pain here, and use your bomb wisely - it's precious. A fairly straight forward screen really.
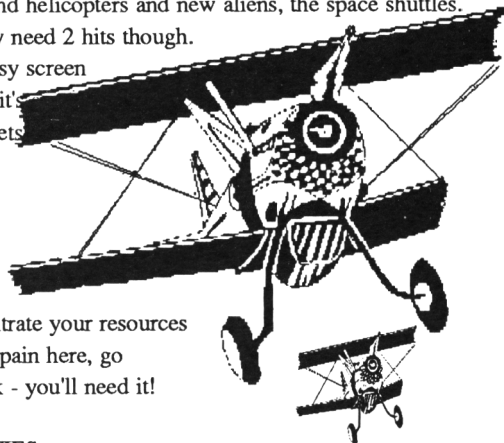
Screen 21 THE FINAL CONFLICT: You've only go to make one hole in this one, so concentrate your resources on one point. Flying saucers and shuttles are a pain here, go carefully and watch the time limit!! Good Luck - you'll need it!

EXPLANATION (and how to deal with) NASTIES

Green Jets/ 1 seaters: These don't kill you, just shoot them. They keep moving when dead, so you'll have to time the landing of their carcasses.

Blue Jets/ 1 seaters: Blue jets kill you if you hit them on the nose, and blue 1-seaters kill you if you touch any part of them.

Green 2 seaters: These, when shot, flash briefly. You can fly through them when they're flashing or before you hit them. Watch it though, because they change into either a blue jet or a 1-seater which could, of course, kill you.

Yellow Bombers: these are nasty. If you fly into them, you die. If you either (a) fly into one of their bombs or (b) fly into the explosion made by one of their bombs, you die. When hit, they go up in the air and come down 'wobbling'. If the dead plane hits you, you die. Avoid!!
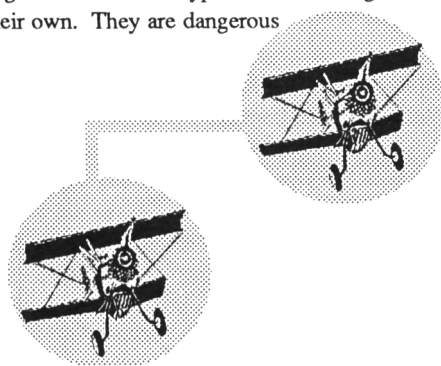
Arrows: These are deadly to touch and can't be shot. There are 2 types: type 1 are the most common - and deadly and are shot from helicopters. They sit still and they shoot off forwards the edge of the screen. Type 2 are also dangerous. They travel slowly across the screen and appear on their own. They are dangerous because there are usually more than one of them on the screen at once.

Helicopters: Very similar to bombers, except that they move more eratically, both when alive and when dead, and shoot arrows. Generally more deadly than bombers.

Sattelites: Drop in from the top of the screen and just sit spinning. Once shot, they remain for about 10 seconds before going back up. Deadly to touch when stationary or moving up.

Saucers: Appear from nowhere and bounce up and down. When they first appear, they stay put for

Guide To Enemies In Dr Destructo.

Appearance Table

*These are the arrows which appear without helicopters and travel slowly, to avoid confusion they are listed seperately.

	Green 1 Seaters	Green Jets	Blue 1 Seaters	Blue Jets	Green 2 Seaters	Yellow Bombers	Arrows *	Helicopters	Satellites	Saucers	Tuna	Space Shuttles	Rockets
1	/	/											
2	/	/											
3	/	/	/										
4	/	/	/	/									
5	/	/	/	/									
6	/	/	/	/			/						
7	/	/	/	/			/						
8	/	/	/	/	/		/						
9	/	/	/	/	/		/						
10	/	/	/	/	/	/	/						
11	/	/	/	/	/	/	/						
12	/	/	/	/	/	/	/	/					
13	/	/	/	/	/	/	/	/					
14	/	/	/	/	/	/	/	/	/				
15	/	/	/	/	/	/	/	/	/				
16	/	/	/	/	/	/	/	/	/				
17	P	A	R	A	N	O	I	A	!	!	!	!	!
18	/	/	/	/	/	/	/	/	/				
19	/	/	/	/	/	/	/	/	/				
20										/	/	/	
21										/	/	/	/

36

about 10 seconds, then 'teleport' about the screen. If shot, they fold up into a deadly teardrop which also does damage to the target. If you fly into them or the teardrop, you die. If you don't shoot them, they eventually get bored and fly away.

Tuna: These are both useful and deadly. They behave a bit like arrows, slowly entering the screen and then suddenly burst into speed. When shot, they turn into bombs and go straight down. They kill on contact before being shot but don't kill once they're a bomb.

Space Shuttles: These are real buggers, so it's a good job that they're confined to the last four screens. They fly more pratically than helicopters, releasing a new type of sattelite which wanders all over the screen. Both kill on contact. When you shoot a shuttle, it careers diagonally down the screen, taking you with it if you're not careful. Their sattelites can't be shot.

Rockets: Very easy to kill and they don't harm you. Good job too, 'cos the last 2 screens are infested with them. When shot, they go down like yellow bombers.

Paranoia!: These images of you go down straight. A tip here is to fly up in line with the statues and they go down onto the statues. These ships can't kill you, so don't worry about flying through them.

TIPS FOR 2-PLAYER GAMES
In the two-player game, you've got to be ruthless. It's called 'team play', but it's a real competition with your partner for supremacy. There are plenty of nasty tricks with which to catch out your opponent and, after hours of constant play with a totally vile and mercilers individual, I have captured a few of the nastier hints for you to use.

As the competition is over points, grabbing as many as possible is important. Make good use of your turbo and try to cover as much of the screen as possible with your bullets. However, you might just find yourself up against a better player. In a case like this, you'll have to resort to low tricks.

The Lure' If you're against a player who tries to beat you to everything, purposely fly towards deadly targets like blue planes, saucers or sattelites. With any luck he'll follow. Just remember to move at the last moment!

'Helitrapper' Try to shoot a 'copter as it flies underneath your opponent - Zap! Also works with bombers.

'Green Genoide' Shoot a green 2-seater as it travels towards the other player. With luck, it'll be blue when it hits him.

'Head Start' For use when the opponent dies. If you've got a score advantage, try your hardest to destroy the target before he gets back so he can't catch up. The most difficult of the schemes to pull off.

Kinetik

Help on the latest Firebird epic, courtesy of Ashley Cotter-Cairns:

The key to Kinetik is learning to control the ball. This is extremely difficult, only practice will help you, but here are a few tips:

Don't wrench the joystick about madly trying to control the ball, it's far easier to play with an unbroken joystick! Remember that a joystick works by using switches that can not be influenced by force.
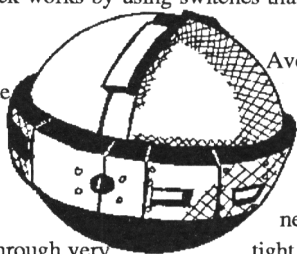
Use bounce to elevate against gravity. Avoid influencing forces like magnets, plants and grav-pods (small white gravity affecting pods).

Rush past these or use a teleport to get to the screen past a really nasty one.

Use teleports sparingly, only if really needed because they vanish once used. Use the anti-bounce to get through very tight gaps or to steer past one- touch deaths.

The thruster is useful to avoid very strong downward gravity. Be careful when entering a blaster, you will be blasted out of the other side, and you might hit something nasty! The diamond shaped nasties nick an item when they touch you (as well as diminishing your power). The blob saps power rapidly, so shoot monsters quickly with a disintergrator.

The teleporter cannot be used to teleport past a screen containing a letter, so don't try it, it's a waste of a teleporter.

Flowers should only be collected in emergencies! A shield doesn't protect against diamond thieves, so these aliens must be shot or avoided.

The Solution

There are two ways to complete this game, the long high scoring way or the quick low scoring way.

The Quick Way

Go right, get the disintergrator. Leave the screen at the top and go right two screens. Rush straight through the screen with clouds or you'll get dragged onto the tree. Make your way to the screen with the two grav-pods on it. Bounce yourself off the plant in the middle to give yourself a boost and whizz through the exit at the bottom left. This will take a long time to perfect so you will have to practice.

Get the teleporter, having moved the selector to an empty box. Press fire and put in the code for the first letter screen (left arrow, right arrow and circle). When you get there, the teleporter will have gone. The first letter is an 'A'. Get this in the middle box. Reselect the disintegrator and go right, watching for thief aliens. The next two screens are easy to get through; recharge in the water on the screen with four grav-pods, if necessary. The next screen is really

KINETIK THE MAP

KEY:-

- ▨ -Water
- o - Gravity influence
- } - Destructable wall
- L - Letter
- D - Disinter grator
- T - Teleporter
- F - Flower

- S - Shield
- ⊗ - One touch death spots
- ⊕ - Bouncers
- ▭ - Blaster
- AB - Anti bounce
- TH - Thruster
- ? - End of game

Mapped By Ashley Cotter-Cairns

39

tough. Thief aliens lurk here, as well as a wickedly strong force towards the centre. Finish off the aliens before worrying about the force. You'll need to bounce off the central point and push hard right. Keep right held and slowly the ball will pull free and go into the next screen.Watch out! There are lots of bouncers in here and you may be shot straight back into the screen that you've just fought to escape. Once past the bouncers screen the going is easier. There is a letter on the screen with the two bouncers. To get this (an 'X') go off the screen at the top right, blast through the destructable wall on the left and leave this new exit, having selected the end box.

You should now have a disintergrator, and 'A and 'X' in your boxes in that order. Now go past the screens with the large 'T' shape and the twisty caverns screen. The next screen should have the last letter on it; a 'P'. Select the first box (yes you'll have to sacrifice your disintergrator!!), go off the screen, back in through the bottom left and get the letter, to spell 'PAX'.

The last three screens are pretty tricky. The grav-pod on the screen to the right of the screen is a problem, and thief aliens are here too. You'll have to be really careful to avoid them. The next screen has a teleporter on it, use it if one of the letters is pinched but be careful not to get it by mistake. Finally, sit at the top right and go onto the 'bidda' screen. If thief aliens are close, get back off, and then on to the screen again. When they leave the gap between the plants and the bidda, rush in, and land on the question mark to complete the game.

The Long Way
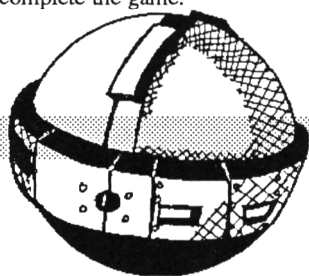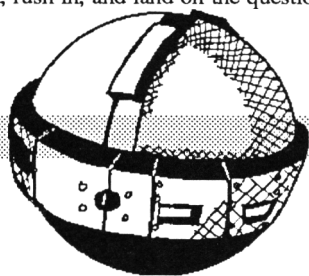
Just gradually work your way right, collecting and using the shield, thruster, teleports and anti-bounce as you please. Remember that water recharges you and flowers give you 500 points as well. Its advisable to keep a disintergrator. Remember that the letters stay in the same place every game so it doesn't matter how long you take to get them. Shoot everything, avoid losing power, experiment and have fun, but don't forget your mission! To complete the game, follow the above steps when you get to the letter 'A.

40

KILLER GORILLA

David Pickles promises no monkey business.

```
10 KILLER GORILLAR (HITS 10) - TAPE
20
30 INFINITE LIVES AND BONUS
40
50 RUN THIS PROGRAM
60 REWIND TAPE TO THE START
70 PRESS PLAY
80
100 MODE 1:WINDOW 8,33,18,20
110 INK 0,0:INK 2,6:INK 3,26
120 MEMORY &4000
130 LOAD"!SCREEN"
140 CALL &8200
150 LOAD"!GAME"
160 POKE &5118,0: LIVES
170 POKE &4788,0: BONUS
180 CALL &4100
```

HITS IO SPECIAL

EP's

CHUCKIE EGG

OK Chuck, David Pickles has
one for you.

```
10 CHUCKIE EGG (HITS 10)
20 - TAPE
30 INFINITE LIVES AND TIME
40
50 RUN THIS PROGRAM
60 REWIND TAPE TO THE
   START
70 PRESS PLAY
80
100 MEMORY &7FFF
110 LOAD"!CHUCK"
120 POKE &9B5B,0: LIVES
130 POKE &9906,0: TIME
140 CALL &9A97
```

DEFEND OR DIE

Stop dying with help from David Pickles.

```
10 DEFEND OR DIE (HITS 10) - TAPE
20
30 INFINITE LIVES AND SMART BOMBS
40
50 FAST FORWARD TAPE PAST
60 "DEFEND OR DIE" AND "DATA"
70 RUN THIS PROGRAM
80 PRESS PLAY
90
100 MEMORY &3FFF
110 LOAD"!DEFEND OR DIE"
120 POKE &5343,0:POKE &60E9,0: LIVES
130 POKE &534C,0:POKE &5E08,0: BOMBS
140 CALL &4025
```

41

STARQUAKE

A Star routine from David Pickles.

```
10 STARQUAKE (AMTIX ACCOLADES) -
20 TAPE
30 INFINITE LIVES
40
50 RUN THIS PROGRAM
60 REWIND TAPE TO THE START
70 PRESS PLAY
80
90 MODE 1:MEMORY &8000
100 LOAD"!TLOAD"
110 POKE &A34E,&C3
120 POKE &A34F,&80
130 POKE &A350,&BE
140 POKE &A623,0
150 POKE &BCA1,195:POKE &BCA2,0:
    POKE &BCA3,&A6
160 A=&BE80
170 READ B$: IF B$="XX" THEN CALL
    &A2A2
180 POKE A,VAL("&"+B$):A=A+1:GOTO 170
190 DATA 21,F6,1C,36,00,C3,3B,1,XX
```

MARBLE MADNESS

No need to keep losing your marbles, David Pickles
has a dobber.

```
10 MARBLE MADNESS - TAPE
20
30 INFINITE TIME
40
50 SKIP FIRST FILE "MARBLE MADNESS"
60 RUN THIS PROGRAM
70 PRESS PLAY
80
100 MEMORY &9FFF
110 LOAD"!"
120 POKE &A00C,&C3
130 POKE &A00D,&80
140 POKE &A00E,&BE
150 A=&BE80
160 READ B$: IF B$="XX" THEN CALL &A000
170 POKE A,VAL ("&"+B$):A=A+1:GOTO 160
180 DATA 21,AF,83,36,00,C3,E8,80,XX
```
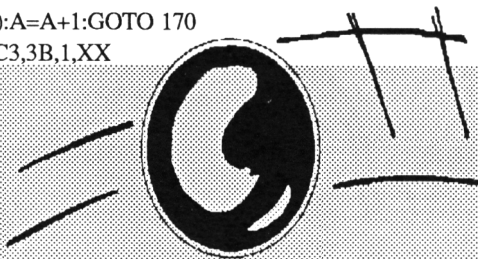
JACK THE NIPPER

David Pickles, nips in with this one.

```
10 JACK THE NIPPER - TAPE
20
30 INFINITE LIVES
40
50 RUN THIS PROGRAM
60 REWIND TAPE TO THE START
70 PRESS PLAY
80
100 MEMORY &9FFF
110 LOAD"!"
120 POKE &A057,&C3
130 POKE &A058,&80
140 POKE &A059,&BE
150 A=&BE80
160 READ B$:IF B$="XX" THEN CALL &A000
170 POKE A,VAL("&"+B$):A=A+1:GOTO 160
180 DATA 21,0A,20,36,00,21,C5,12,36,04,C3,01,10,XX
```

EP's

42
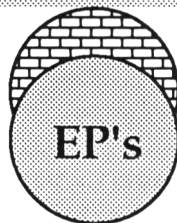
Express Raider

Battle on those train tops, with help from Ashley Cotter-Cairns.

<u>Screen 1 Banker</u>

The banker is easy to defeat; either crouch down and do a low kick (down and fire) or if you're feeling adventurous, try a variety of moves. When the coyote runs across, dispatch him with low kicks. The closer you are to the front of the train the quicker the time goes down, so for a higher score stay back and constantly kill the coyotees (you get points for each). When the time runs out, you are taken to the next train. It is easier to give a method for defeating each type of opponent.
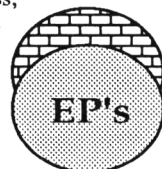
<u>Screen 2 Train Tops</u>

Man - Similar to the banker and easy to kill off.

Bottle Thrower - This guy lobs bottles at you relentlessly. To kill him you need to constantly run forward and kneel down (down and right) to avoid the bottles. If you stay still he throws them much faster so keep moving. When you get close, kneel and keep pressing fire. If the bar goes up at the top, then you're positioned right and he'll die.

Gun Man - Like the bottle thrower you must keep running forward and kneeling down to avoid the bullets. But once you get fairly close you must dispatch him with high kicks because he'll keep on shooting you otherwise. Quite a hard opponent, so persevere.

Coal Shoveler - One of the most difficult people to kill off. Keep kneeling and running as in gunman and bottle thrower, but he fights with a spade. When you get close keep doing high kicks to kill him.

Hanging Man Grabber - He grabs your feet to drain your energy. Do a low kick to knock him off, but the last one always hangs on, so do a high kick to get him over at the end.

Crate Shover - Run as close to the boxes as possible, kneel down and punch repeatedly; as you get a bottom one, the top one will fall and you will punch it. The man is quite difficult to kill,;combine your moves and he'll die   This leaves you right at the left, so watch the time!

Coyote - He is much harder to kill than the one at the engine screen with the banker, so don't try to kill him, just jump over him to reach the end of the carriage.

<u>Screen 3 Shoot Out</u>

Low - This low carriage makes you retreat far down the screen. Once there it's easy to pick off the men and dodge their missiles.

Boxes - Crates provide varying heights of positions for the men to appear behind, so you'll be going up and down all the time. Don't let this put you off dodging the bullets, or you'll die quickly.

Carriage - All the windows are at the same height so it's easy to do this one. To claim the gold from the woman, shoot her once, but if you hit her twice you'll lose a life.

Coal - Another easy one. The men are high up this time so be careful of their missiles, but they're all the same height so there's no need to go up and down.

Engine - Very difficult to stop. Keep shooting all the time and if a red blob appears you've hit it. Keep shooting at different parts of the engine, and you should stop it.

43

TRAIN TOPS   *Mapped By Ashley*   **EXPRESS RAIDER MAPS**
LEVEL 1   *Cotter-Cairns*

EP's
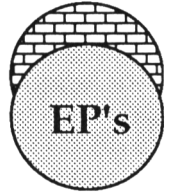
| MAN | BOTTLE | MAN | GUN | MAN | MAN | COAL | ENGINE |

LEVEL 3

| MAN | GUN | CRATES | HANG | MAN | MAN | COAL | ENGINE |

LEVEL 5

| MAN | DOG | CRATES | HANG | CRATES | MAN | GUN | COAL | ENGINE |

LEVEL 7

| GUN | BOTTLE | MAN | MAN | CRATES | COAL | MAN | COAL | ENGINE |

SHOOTING SCREENS
LEVEL 2

| BOXES | LOW | CAR | COAL | ENGINE |
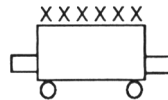
X X X X X X   X = Man's position
                     LOW

LEVEL 4

| LOW | CAR | BOXES | COAL | ENGINE |
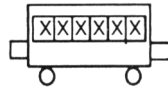
X X X X X X   Cartridge

LEVEL 6

| LOW | CAR | BOXES | COAL | ENGINE |
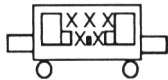
X X X   Boxes

LEVEL 8

| LOW | CAR | BOXES | COAL | ENGINE |
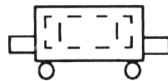
Coal

Engine
X = Where to
    Hit

Man = Unarmed Cowboy   Hang = Hanging Man Grabber
Bottle = Bottle Thrower   Coal = Man with Spade   Crates = Man pushing Boxes
Gun = Gunman   Dog = Coyotte

44

HERBERT'S DUMMY RUN

E. Yoong is certainly no dummy with this solution.

You start at the TOY DEPT., carrying the chocolate 10p & the tennis racquet. Go left to the ROPE ROOM & left again to the lift. Using the 3rd lift go right to the FURNITURE DEPT. Exchange your 10p for the BOX KEY above the couch.

Go left to the lift. Using the 2nd lift go right to the SPORT DEPT. Right again to the RESTAURANT & exchange your TENNIS RACQUET for the HONEY POT on the table.

Go left back to the lift. Using the 4th lift go back to the TOY DEPT. Jump onto the jack-in-the-box which will take you up to the platform. Jump across this platform & exchange the HONEY POT for the TEDDY BEAR. If you fall down without getting the teddy bear, you'll have to start the game again.

Go left back to the lift. Using lift 1 go left to the EXIT SCREEN. Go through the door to the SALE SCREEN. Exchange your KEY for the ROPE.

Go back to the lift. Using lift 4 keep going right to the ARCADE ROOM with the DALEKS. The teddy bear, holding the key will move slowly across the screen. When teddy reaches the right door go through it. Jump at the rope which will now extend down to the swimming pool with the DUCK.

Keep going left till you fall down with the parachute. When you have landed go right to the BED DEPT. Go through this BLUE DOOR to the WINE DEPT. Go left through the DARK ROOM & then the SWIMMING POOL. Exchange your teddy bear for the DUCK hanging at the middle of the pool by jumping onto the logs.
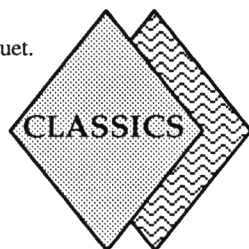
Go left of the swimming pool to the LIGHTING DEPT. & go up the stairs to the SHIELD ROOM. Keep going left till you fall down with the parachute. When you reach ground, take the left door to the MAIN CORRIDOR. Go through the small YELLOW DOOR left of the A BRICK to the TOY DEPT. Go left to the lift. Using lift 2 go right to the SPORTS DEPT. Exchange your ROPE for the EMPTY POP GUN. Eat the ice-cream beside the gun.
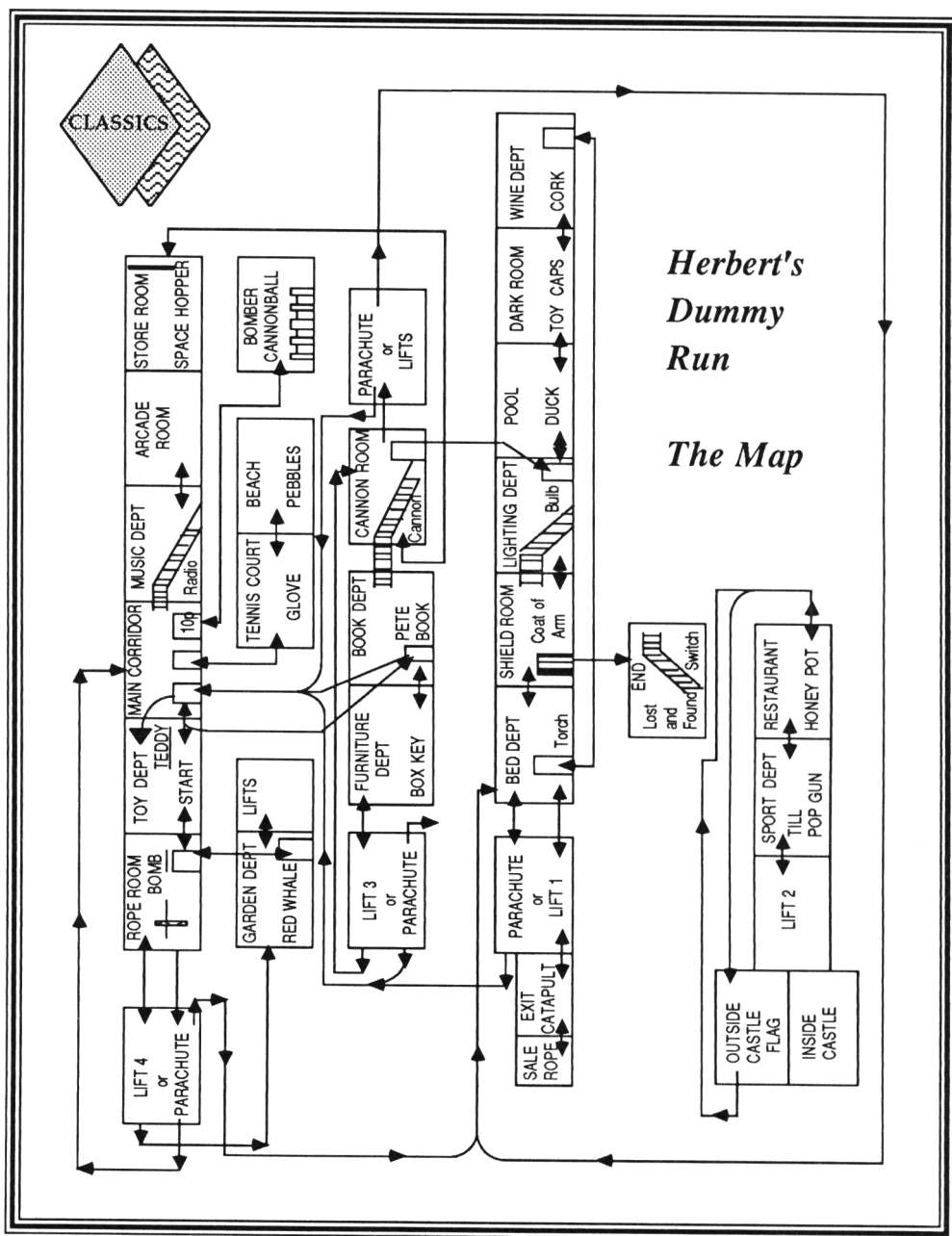
Go back left to the lift. Using lift 1 go right to the BED DEPT. Go through the blue door here to the WINE DEPT. Load your POP GUN by dropping the CORK.

Go right & enter the yellow door here to the BED DEPT. Go left to the lift. Using lift 2, keep going right to the castle. Enter the middle of the castle. Going up the stairs takes you to the top of the castle. Exchange your POP GUN for the RED FLAG. If you miss the flag, you'll have to enter the castle & try again.

Go right to the lift. Using lift 4 keep going right to the MAIN CORRIDOR. Enter the middle door to the TENNIS COURT. Go right to the SEASIDE & exchange your FLAG for the PEBBLES at thetop of the sandcastle.

Go left to the MAIN CORRIDOR. Take the left blue door to the TOY DEPT. Keep going left to the lift. Using lift 1 go left to the EXIT SCREEN. Load your catapult by exchanging

your PEBBLES for the CATAPULT.

Go right to the lift. Using lift 1 go right to the BED DEPT. & exchange your DUCK
for the BROKEN TORCH.

Keep going right to the LIGHTING DEPT. Walk past the BULB at the bottom of the
stairs. Your TORCH is now working. (Drop the BULB).

Go left up the stairs back to the BED DEPT. Go through the small BLUE DOOR to the
WINE DEPT. Go left to the DARK ROOM which should now light up. Shoot all the
moving ducks & collect the TOY CAPS which fall down. Your TORCH will disappear.

Go right back to the WINE DEPT. Go through the yellow door
to the BED DEPT. Go left to the lift. Using lift 4 go right to the
MAIN CORRIDOR. Exchange your TOY CAP
for A BRICK.

Go through the left yellow door to the TOY DEPT. Go left to the lift. Using lift 3 go right
to the FURNITURE DEPT. Exchange your CATAPULT for the CHOCOLATE 10p above the couch.

Go left to the lift. Using lift 2 go right to the SPORTS DEPT. Exchange your A BRICK
for the ROPE. Jump onto the A BRICK & then onto the table. By walking past the till you'll
get a REAL 10p.

Go left to the lift. Using lift 4 go right to the ROPE ROOM. Climb up the rope in the
middle of the room by moving your joystick fast left & right constantly till you climb up to
the platform. Jump across the platform & exchange your ROPE for the BOMB.

Go right to the MAIN CORRIDOR. With your REAL 10p jump through the door with the 10p sign. Shoot all the building by dropping the bombs. Shoot the tallest buildings first. You must not touch the top of any building or else you will be thrown outside. Then you'll have to go inside & try again. When all the building are demolished exchange your 10p for the CANNONBALL.

Go left to the MAIN CORRIDOR & exchange your BOMB for the TOY CAPS.

Go through the left yellow door to the TOY DEPT. Go left to the lift. Using lift 3 keep going right to the CANNON ROOM. On walking past the CANNON a hole will appear to the left.

Go through the hole & exchange your CANNON BALL for the SPACE HOPPER.

Go right back to the CANNON ROOM. Go right again to the lift. Using lift 2 go right to the RESTAURANT & exchange your SPACE HOPPER for the TENNIS RACQUET.

Keep going left to the lift. Using lift 4 go right to the MAIN CORRIDOR. Go through the middle door to the TENNIS COURT. Break down the ceiling wall by heading the moving tennis ball. Do not jump when you're near to either of the doors. When the wall is demolished the GLOVE will fall down. Exchange your TENNIS RACQUET for the GLOVE.

Go left to the MAIN CORRIDOR. Go through the left blue door to the TOY DEPT. & then left to the lift. Using lift 2 go right to the RESTAURANT & exchange your TOY CAPS for the SPACE HOPPER.

Go left back to the lift. Using lift 1 go right to the SHIELD ROOM where you'll see a FLOATING HAND. Jump into the room behind the hand to LOST & FOUND DEPT. You'll see WALLY & WILMA at the top of the escalator. With the SPACE HOPPER jump high to hit the SWITCH on. Go up the escalator & the game will stop & end.

Random Pokes

Matthew Scott has some Pokes that can be entered by Merge, and then placing the Poke before the Randomize Usr Statement:

Black Hawk: Poke 34813,12 (Infinite Lives)
Chiller: Poke 34025,0 (Infinite Lives)
ZZoom: Poke 24743,0 (Infinite Lives)

KEY

S = START
R = RADAR
H = HATCH
G = ALIEN
     GENERA

TO MAP TWO

SHADOW SKIMMER

MAP ONE LEVEL 1

S

R

G

G

G

G

G

G

HOP

SHADOW SKIMMER

MAP TWO LEVEL 1

G G G

R

HATCH

G

ENTRANCE

G

G

G

H

G

FROM MAP ONE

HOP

TAPE TO DISC TRANSFER

Phil Maxfield has been looking at Tape to Disc copying utilities. This issue, he takes a look at two Hardware Add Ons.

1) Multiface 2 (Romantic Robot)
Very easy to use will transfer 99% of Tape Based Software to disc. * Needs the unit present in order to run backed up programs.
Cost £46-95
Test Results:
Only known failure to date: Mercenary
Multiface 2 games can now be transferred to stand alone versions on disc.
(ring for further details).

2) Disc Wizard
Works in same way as Multiface
Some problems in saving programs.
approx 50% success rate.
now with software to form stand alone discs.
Standard £29-95 (T)
+ Stand Alone S/W Disc £34-95
Test Results
Successes in 'Stand Alone' form:
Ballbreaker,Most Mastertronic and Firebird (1-99 range) loaders.

Note:
It is possible to create independant disc games by using Multiface 2 + disc wizard (on a 464).

1) Plug M/F 2 into computer.
2) Connect 'Disc Wizard' to M/F 2.
3) Connect D.D.I. Interface (ie. Disc Drive)
4) If program will not save directly using 'Disc Wizard'.
   a) Load Tape as normal
   b) Save to Disc with M/F 2.
   c) Load from M/F 2.
   d) Save onto seperate disc with D/Wiz.
   e) Using Stand Alone S/W transfer to another disc.
This method has not been tested fully but works on:
Ballbreaker
Tournament Snooker
Chicken Chase

If you have any questions or problems, Phil can be contacted on 0709 545055

51

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REWARD OFFERED

WE WANT YOUR HINTS, POKES, AND MAPS.

£20 WORTH OF GAME SOFTWARE OF YOUR OWN CHOICE

TO THE CONTRIBUTOR OF THE BEST COLLECTION OF GAME PLAYING HELP RECEIVED EVERY MONTH.

PLUS

SOFTWARE VOUCHERS TO THE BEST RUNNERS UP

PLEASE FOLLOW THESE SIMPLE RULES:
1. Write neatly or if possible type your contribution, and state for which machine they have been produced. **NB. All items sent must be your own work and not copied from anywhere else.**
2. Ensure maps are as clear and precise as possible.
3. Ensure that all your work is correct **ie. that pokes work!**
4. If you wish your work back, please send stamped addressed envelope.

**Title: TRANSATLANTIC
BALLOON CHALLENGE**

Publisher: Virgin
R.R.P.: 7.95
Game Type: Arcade Strategy

Arguments continue to rage over whether Richard made it or not, but here's your chance to help him make it.

This split-screen arcade game is designed for either one or two players. You play a powerful, but mischievous Eagle that can help (or hinder!) Richard. You can help control Richard's (or his rival's) balloon altitude and course and help ward off the dastardly hindrances that have been arranged for your downfall (literally!)

Your opponent also has an Eagle as a mascot and between the pair of you it is out and out war most of the time! So take flight and good luck!

Andrew's Comments:

Perhaps not as bad as the speedboat one, but still totally average.

Ashely's Comments:

The game was totally different to what I expected. Eagles with a laser, seems just a little far fetched. If you're expecting some sort of simulation, forget it. See before you buy.

Donald's Comments:

A game that takes too long to play and becomes tedious, although fun at first. Not enough going on, would have been better at a budget price.

Matthew's Comments:

Very misleading, I was all ready to fly a balloon. Very disappointing, possibly worth £2

Martin's Comments:

Fancy having to try and kill your opponent. £8 down the drain if you buy this one.

Scott's Comments:

Very average.

TRANSATLANTIC BALLOON CHALLENGE :
The scores
Graphics 62%
Playability 61%
Lastability 58%
Addictiveness 63%
Value for Money 56%
What Poke? Rating 59%

Title: Starfox
Publisher: Reaktor
R.R.P.: 8.99
Game Type: Arcade
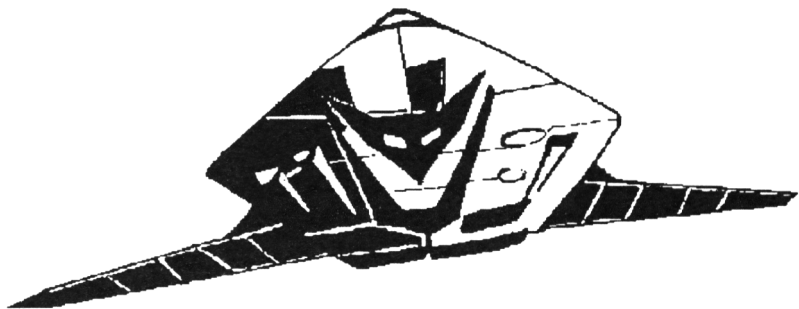
You are 'Hawkins', the pilot of the STARFOX. Peace has ruled the Hyturian System ever since the Rubicon, a protective cube, was built surrounding the system. To leave the cube projects you forward in time and your flight path is reversed.

It appears that the Rubicon has been breached and a ninth planet has entered the system. This mysterious planet seems very hostile and proceeds to attack anything that comes in its path. In fact they go out of their way to put them in their path! These star thugs must be destroyed before they destroy you.

Ashley's Comments:

The game is far from easy, but you become addicted to it very quickly. Non space arcade fans may not be too impressed, and it's difficulty may put the less dedicated off. The excellent animation and scrolling make it a joy to watch as well as play. A real challenge, and worth every penny.

Jon's Comments:

Brilliant graphics are accompanied by a highly addictive arcade game, that keeps you going back for just one more try. A snip at £8.99

STARFOX: The Scores
Graphics 84%
Playability 78%
Lastability 88%
Addictiveness 81%
Value for Money 83%
What Poke? Rating 82%

Title: Pneumatic Hammers
Publisher: Firebird
R.R.P. 1.99
Game Type: Arcade

RED ALERT! the Lee Valley gold research base is under threat of destruction. The electrical power lever has broken off and there is no other way of switching off the plants pneumatic hammers. The hammers were installed to hammer bridge pillars into the river bed. The continuous operation of the hammers is causing the rockface to crack and crumble into the valley floor, threatening the base.

Red O' Blair, famous trouble shooter, is choppered in to save the day. Your job is to help Red cast a new lever, but the only available material is gold, which first has to be found. The gold nuggets have to be pure in quality and exact in quantity to make the required lever.

Jon's Comments

I found this game totally confusing, and couldn't understand what I was supposed to do. Poor graphics and animation didn't help and I didn't like it at all.

Carl's Comments

Reasonable scenario, but a fairly poor game.

Pneumatic Hammers What Poke ? Rating 38%

Title: Spaced Out
Publisher: Firebird
R.R.P: 1.99
Game Type: Arcade

To while away the hours in deep space while the robo boys look after the herds of Cybernetically Operated Wagons (COWS). Cowboys tend to get SPACED OUT quite frequently. The aim of the game is to get from the bottom left hand corner of their holographic screen to the top right hand corner without getting SPACED OUT by the army of NASTIES designed to make their life a little more difficult! Not only will you have to dodge the NASTIES but you will have to watch the penalty points.

Andrews Comments

This was a game I could get straight into, and although I have far from finished the game it is only mildly addictive, and I may pick it up only from time to time.

Donald's Comments

A nice mix of strategy and arcade although any skill factor is diminished by random elements. Mainly for the thinking type.

Spaced Out What Poke? Rating 61%

Title: Ultima Ratio
Publisher: Firebird
R.R.P.: 1.99
Game Type: Arcade

In the 33rd year of entrenched galactic warfare, a new forbidding threat looms out of the blackness of deep space ULTIMA RATIO, a nine stage battle platform was the most powerful weapon yet, created with multiple Pulse Guns, deadly defence fighters and extensive battle shields.

With mother Earth itself under threat, volunteers are called for to make desperate attacks against the ULTIMA RATIO. You have just volunteered!

Donald's Comments: Big chunky graphics do not hide a very repetitive shoot 'em up and blasting at squares just isn't enough to keep you interested. An average budget game.

Jon's Comments: I played this for a long time and really enjoyed it. The graphics were a little jerky but great value for £2

Ultima Ratio: What Poke? Rating - 61%

Title: Realm
Publisher: Firebird
R.R.P.: 1.99
Game Type: Arcade

From deep inside the Solar Control Centre, an ominous rumble signals the demise of the Planetary Orbiting Co-Ordinator. Consequently the Solar System is in a complete mess with planets all over the place. You are required to take charge of the remote control droid XR3 enter the Inner Co-Ordination Sanctum and reconstruct the Solar System.

Ashley's Comments: To be honest, this is one of those games that will turn many players off, I for one, stuck with it and enjoyed it. I found that a mixture of skill, brain power and plenty of stamina are required to be successful. I kept going back for more. An excellent cheapo with a plot that is a little obscure, but none the less, a good buy.

Martin's Comments: A fairly mediocre game that did not hold my attention. I won't be playing it again.

Realm: What Poke? Rating 66%

Title: Shadow Skimmer
Publisher: The Edge
R.R.P.: 8.95
Game Type: Arcade

As Second Flight Officer on the A Class Inter-Stellar liner, 'Monarch III', your life is usually pretty cosy. In these days of inter-galactic travel, the exterior of a ship like yours has become a small, automated city with robot-controlled craft monitoring any damage to the hull which might have been caused by the odd meteorite or asteroid penetrating the ship's radar-controlled main defence system.

But today, there has been a malfunction of the ship's main computer. You are sent out to do a manually-controlled routine surveillance. Trouble is, the ship now thinks your craft is a hostile intruder!

Ashley's Comments: Very colourful graphics, that were apparently the main selling point on the other machines, although I found the Amstrad version a little flickery. The spacecraft has a vast number of defences, that make it all too easy to get killed time and time again, although as with most games, once you've played it for a while, it becomes clear how to survive. Certainly has to be a thinking mans arcade game that has some early problems that will put many off the game. Tough, but it leaves plenty of game to go at, so be patient.

Geoff's Comments: This game is a real pain to get into, but it is so good to watch that you find yourself determined to get that little bit further and you have a real sense of achievement should you begin to progress in the game. A little over priced, but certainly an original shoot em' up.

Shadow Skimmer: The Scores
Graphics 78%
Playability 69%
Lastability 83%
Addictiveness 79%
Value for Money 68%
What Poke? Rating 73%

Title: Dr. Destructo
Publisher: Bulldog
R.R.P.: 1.99
Game Type: Arcade

You have just seven days to prevent Dr. Destructo from carrying out his evil plans and launching a massive global attack. Not satisfied with his own powerful empire, he wants complete control over the Earth and is prepared to go to any lengths to achieve it! For months, he has been plotting and planning in his secret island stronghold, the Last Resort, but fortunately the plans have been leaked and there may just be enough time to prevent him from carrying out his attack - but you have absolutely no time to waste....

Your mission is to destroy the Empire of Dr. Destructo and ultimately his island stronghold in just seven days. The game consists of 21 screens which will phase through from day to night as the game progresses. The buildings and fleet of the Destructo Empire are destroyed from the impact of shot down air and space craft, or by the bomb which is allocated to each player per screen. Each impact will remove a small section of the ship, island or building. When the missing sections amount to a gap through to the base, a leak is created and a water spout is formed. Most objects need three leaks in order to be successfully destroyed.

Ashley's Comments: This is without doubt one of the best shoot em ups I've ever played, cheapo or full price. The two player team option is brilliant. Plenty of screens, tons of aliens, the best ever budget game, miss it at your peril.

Martin's Comments: Strange but at times, there is just too much going on, on the screens. Very addictive and all the levels should keep you going for quite a time.

Robert's Comments: An unusual shoot em 'up, but fairly repetitive, level by level. Quite addictive, and not the worst £1.99 game I've played.

Dr. Destructo: What Poke? Rating - 77%

Title: Dawnssley
Publisher: Top Ten Hit
R.R.P.: 1.99
Game Type: Arcade

Hobbo the Elf, and Thor the Warrior, are imprisoned in the enchanted underground caverns of Dawnssley. To get out, they must collect keys, treasures, spells and potions. All the while they must fight off the guardians of Dawnssley - strange monsters who emerge from the solid rock. Hobbo is armed with his magic fire-balls, and Thor with his mighty throwing axe! One or two player action with 27 levels.

Ashley's Comments: A little amateurish, but overall, a well designed game, which is a little iffy on scrolling. Not a large content, so the hardened gamesters may not be satisfied, but not a bad game.

Dawnssley: What poke? Rating - 69%

58

Video World
Introduced by Andrew Harrison

Hello, I'm Andrew Harrison, and I look after the video world articles for H & D. This month I review two films to be released at the end of August, plus the usual look at what's happening around and about. With this being the launch issue, I have an added bonus of a special item on that wonderful horror director George A Romero; read on.

Title: Deadly Friend
Released By: Warner Home Video
Running Time: 87 mins.
Cert.: 18
Release Date: 28th August
Movie Type: HORROR
Rating: 70%

This is Wes Craven's latest movie to hit the video scene just after Elm Street II in April.

It deals with a teenage genius called Paul (Matthew Laborteaux. You remember, the boy in Little House on the Prairie) who implants the robot brain he created into his dead girlfriend with some rather gruesome consequence.

The film itself is kind of like a modern day Frankinstein.

Laborteaux first shows us his genius by building a niffy-looking robot with a very strange voice. Pity the poor thief who encounters the robot when he breaks into Laborteaux's car. "You're kind of cute" he tells the robot, who then tries to strangle him. Laborteaux is the new kid on the block, but he soon makes friends with Tom (Michael Sharrett) when he makes an impression on the local hoodlums, with his robot, by nearly demolishing them; and he falls for his neighbour Samantha (Kristy Swanson), although the path of love doesn't run too smooth for them because of Swanson's drunken father beating her up a lot. But one night

he goes too far and Swanson is thrown headfirst down the stairs and ends up in hospital on a life-support machine.

This is when Laborteaux, after salvaging the brain from his robot, which was blown away with a shotgun by Elvira (Anne Ramsey) a recluse, decides to put his genius to the ultimate test. Helped by Sharrett, he swipes Swanson's body from the hospital and implants the robot brain into her skull. But when Swanson is brought back to life, it is not to rekindle her interrupted love life with Laborteaux, but to deal out grisly vengeance. Deadly Friend is not what you would call Craven's best work, but if you like shockers with state-of-the-art special effects and a giggle now and again, then this is one for you. One bit I did think was well done is when Swanson explodes Ramsey's head with a very well-aimed basketball, (sounds nice doesn't it!)

Title: The Mosquito Coast
Released By: CBS/FOX
Running Time: 113 mins
Cert.: 15
Release Date: 27th August
Type: Drama
Rating: 80%

Peter Weir the man who brought you 'Witness' and 'The Year of Living Dangerously', now brings you his second movie with Harrison Ford. 'The Mosquito Coast'. The story is about Allie Fox (Harrison Ford), an eccentric New England inventor, deciding to take himself and his family away from every-day America to live in the Jungles of Central America.

Set in the swampy terrain off the east coast of

Nicaragua, the Mosquito Coast is kind of like an adult Swiss Family Robinson.

Fox buys a small rundown town in a jungle clearing and sets about turning it into a paradise. But when things start to turn bad, Fox starts to loose control, and turns his anger onto his wife (Helen Mirren) and children.

But the truth is that you can't escape from civilisation, only from your normal routine.

The film itself is good, but the storyline isn't that brill but better by far from some of the trash I've seen lately. Very good acting from all, including the very talented River Phoenix who plays Fox's son.

Movie And Video News

You can't keep a good ghost down for long these days. Gary Sherman (Wanted Dead or Alive) has co-written and will direct Poltergeist III, starring Tom Skerrit, Nancy Allen and the two veterans of the first two parts Heather O'Rourke and Zelda Rubinstein.

Filming of Stallone's latest Rambo movie is scheduled to start in September.

Great news for all Trekie fans. Star Trek V is due at the end of 1988.

Ken Weiderhorn is bringing The Dead back again in Return of the Living Dead Part 2.

Arnold Schwarzenegger has just completed his latest Conan epic and is now going to star in a movie from one of Stephen King's novels called The Running Man.

Embassy Home Video have the second half of the year lined up with some big releases, beginning with Michael Caine in Half Moon Street in

September, Labyrinth in October, Name of the Rose in November and The Whistle Blower set for December.

A couple of blockbusters that may be released by CIC Video at Christmas are Legal Eagles, Children of a Lesser God, Arno, Star Trek IV the Voyage Home.

Another big release that may be out on video at the end of 1988 is Beverly Hills Cop 2.

Arnold Schwarzenegger's new movie Predator has been a box office smash in America and Fox have a close eye on it for a release over here.

The Gate' a new box office horror hit in the U.S. has been snatched by Medusa for release on video's over here.

Stallone's 'Over the Top' is to be released later this year by Rank.

Robert Shaye has announced that there is to be a Nightmare on Elm Street IV.

Anybody who saw Critters and liked it will, I'm sure, be happy to know that there is to be a second part.

GEORGE A. ROMERO'S 'DEAD' TRILOGY

In 1967 one man had a vision that would start a genre and give us another reason to be afraid of the dark. This man was George Romero, whose trilogy of horror took seventeen years to complete, and when finished, it made him one of the best horror

film directors of our time.

It started in 1968 with 'Night of the Living Dead', a low budget movie shot in black and white (to keep costs down) by a group of amateurs. But when it was released, it became an instant box office hit, and was hailed as a classic horror masterpiece. The movie tells the story of a group of people barricaded up in an old house surrounded by an army of undead. But it is not just happening there as they found out from radio and T.V. There is epidemic proportions of whole sale murder all over the country.

On reports from T.V. the scientists had linked the reanimation of the corpses to a mysterious high level of radiation from a probe that had returned from Venus but had been destroyed before landing. Groups of hunters were set up round the country to destroy all of the marauding ghouls and the local T.V stations were giving out help on the air on how to protect yourself. 'They're slow moving, Burn 'em or Blast 'em in the head' one of the hunters that was being interviewed said. But back at the house, the dead are breaking in.

The film has a chilling ending and shows us that you can't always kill all the monsters.

In 1978, the second part of the trilogy was released. Dawn of the Dead was another box office smash and this time, he had colour in his movie and some very good blood curdling special effects by make-up master Tom Savini.

Dawn of the Dead starts off with the problem of the Zombies worsening, people are leaving the cities, soldiers deserting and so on, all trying to find a safe place to hide.

Two S.W.A.T. members, a pilot and his girlfriend all fly off in a helicopter and eventually find a giant shopping hall whose only inhabitants are the lifeless corpses. They soon clear out the Zombies and lock the place up and then build a home for themselves. But one night bikers come and open the whole place, letting the Zombies back to their domain and to the humans.

This in my view was the best one of them all, the one you could actually believe in!, and after seeing it over a hundred times, I still think so.

In the Summer of 1985, George Romero released the most eagerly awaited film of them all. Day of the Dead was the final part, the part that most Zombie fans, like myself, would have killed to see.

It tells the story of the supposedly last twelve survivors alive in the whole world with the rest being the decomposing flesh eating Zombies. The team of survivors consisted of army and scientists trying to find a way to make the dead behave and not want to eat them.

Their situation grows worse. They are running out of supplies and the scientific and military teams are at each others throats. But a bigger problem has got worse; the Zombies have been let in. A few survive and fly off in a helicopter, but what is left for them.

This part was a little stupid, attempting to teach Zombies how to behave, when there's only about twelve million of them. Ah well, I suppose you have to start somewhere.

Anyway, for what it lacks in storyline it makes up for in special effects. Some of the best I've ever seen. Well done Mr. Savini.

I have my own personnal copies of all three and wouldn't part with them for any other films, ever. Nobody should call themselves a horror film fan if they haven't seen these masterpieces of horror. I'll be back next issue with more Video news.
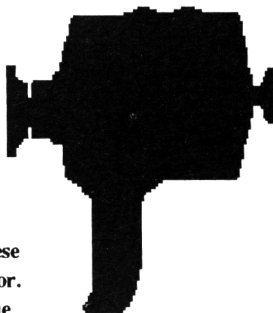
Title: The Fifth Quadrant
Publisher: Bubble Bus
R.R.P.: 8.95
Game Type: Arcade Adventure

Galatic Survey Vessel ORION is on a mission to map and explore the Hercules Cluster. After 20 years the survey is almost complete apart from one small strange looking Nebula. The crew prepare to cross the intergalactic space by putting themselves into Sustained Low Energy Expenditure Process. However, during the intergalactic crossing, ORION is taken over by a force of strange alien mechanical beings - ZIMEN.

When the crew re-energise, they find that many of the ship's systems have been terminated, all the computers reprogrammed in an alien language and ZIMEN everywhere. Can the crew over-come these obstacles and regain control of ORION. Time is against them as the ship's energy drains away. They must all work together using all their inbuilt capacities in order to free themselves from the dreaded ZIMEN.

Ashley's Comments: If you enjoy cute games, like Head Over Heels, then this is in a similar vein. Bubble Bus are not one of the most original software producers about, and the style and humour of this game is not a million miles away from the game mentioned before, or even Sweevo's World. If you enjoy that style of game, then this is for you.

The Fifth Quardrant: What Poke? Rating - 81%

Title: Sun Star
Publisher: CRL
R.R.P.: 8.95
Game Type: Arcade

Early in the 21st century, the Xxarion Star Corporation placed its first solar energy grid in orbit around the sun.

The grid utilised the sun's energy to create special energy crystals that allowed travel through space at the speed of light. It was not long before a total of sixteen energy grids were in orbit around the suns of the star systems throughout the galaxy.

Unfortunately, now at the dawn of the 22nd century, due to a build up of unstable disruptive energy pulses, it has become impossible for normal supply craft to collect the energy crystals from any of the orbital grids. To recover as many crystals from the grids as possible, a supply craft has been totally redesigned, giving it awesome speed and extraordinary fire power.

This craft is called the Sun Star. You have been chosen to fly it.

Ashley's Comments: Yet another game that I'd never advise anyone to buy before at least trying it out. The mix of arcade play is strange and at times, you can be flying along, totally unsure of what you're supposed to be doing. An excellent 3d feel that I thoroughly enjoyed, but certainly not everyones cup of tea. Try before you buy.

Sun Star: What Poke? Rating - 76%

63
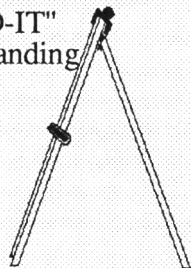
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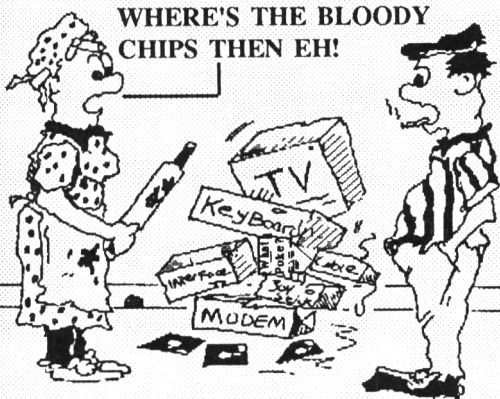at £1.00 each or all 17 for £12.00
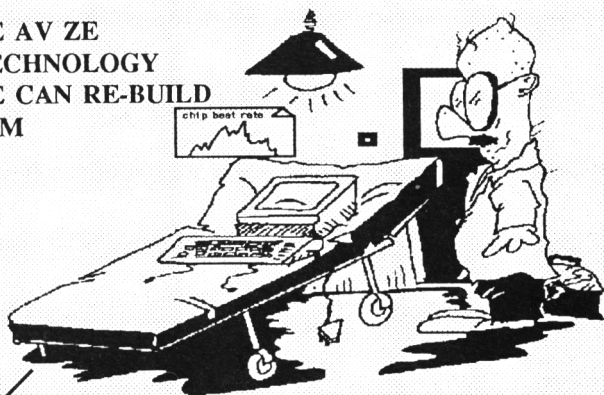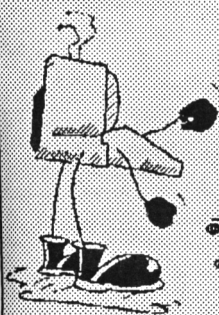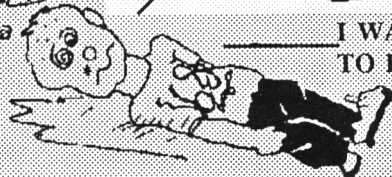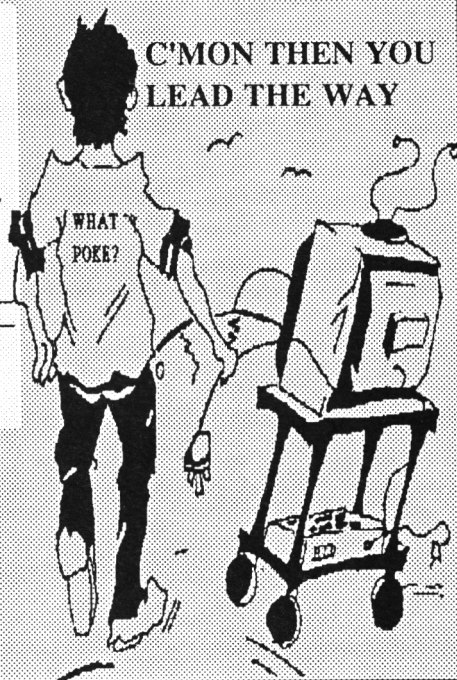
Dotty Data   *What? Fun Page*

The Adventure's of UGG

UGG' the worlds first adventurer

this one is too small even for UGG

Perfect!

UGG's first adventure is to find a home (ie cave)
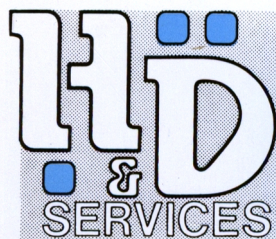

the second is out of reach. With no objects, only his club, UGG cannot climb up.

Rock face

Wrong!!!!!!!!!!